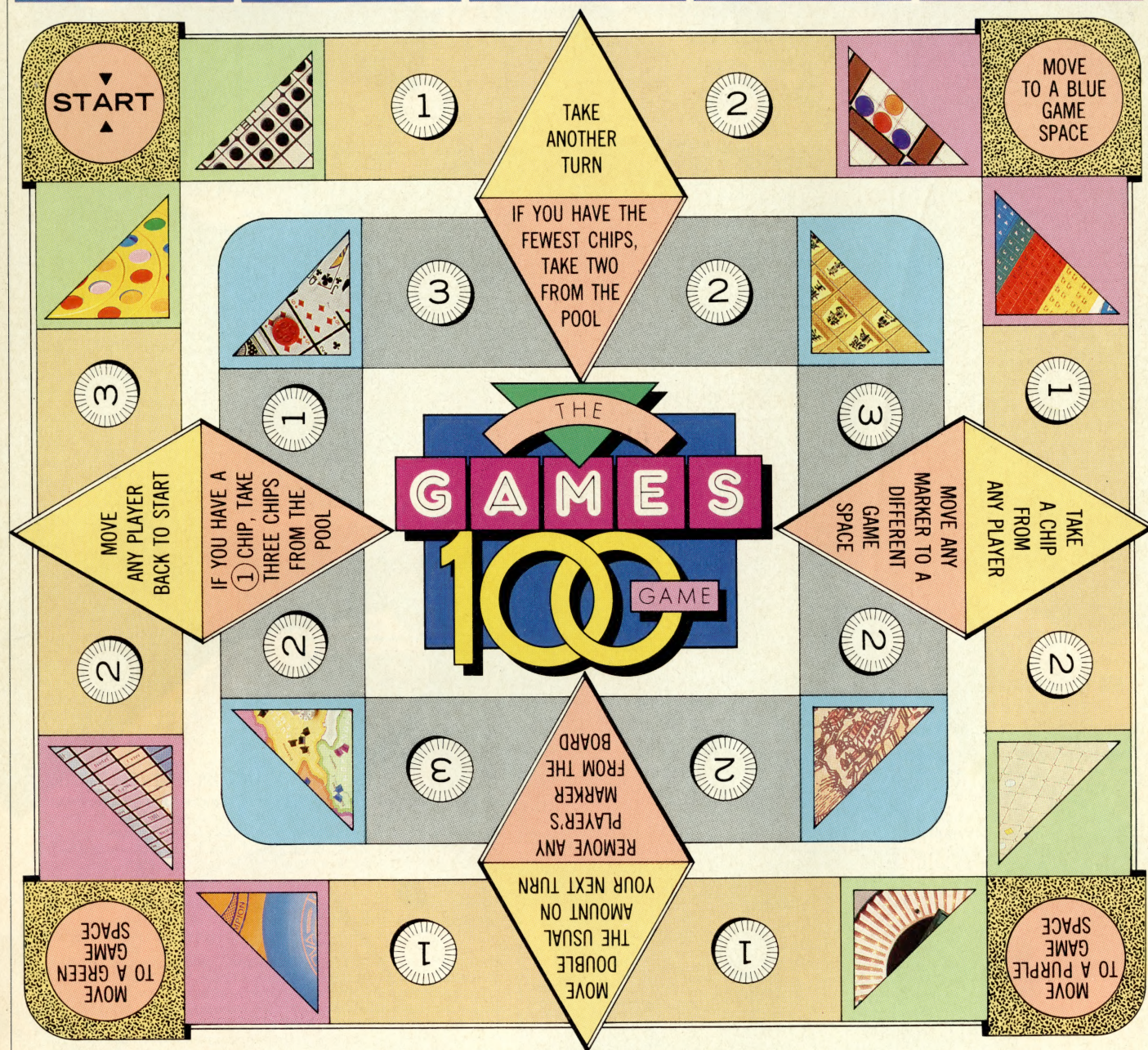


# GAMES



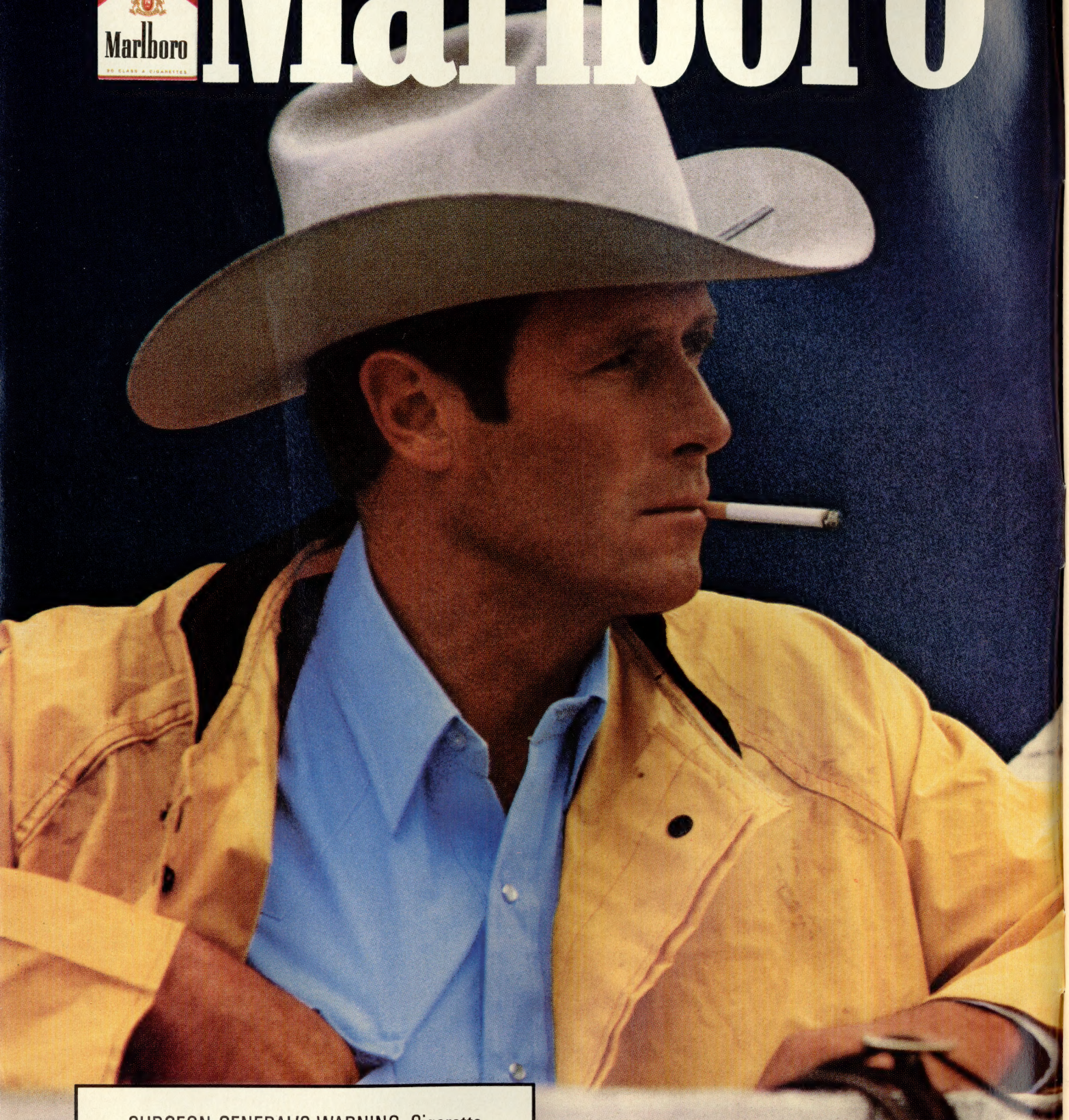
**I**dentify the 20 game photos here and on page 27 for a chance to win 115 games.

Contest and board game rules, page 4





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MADONNA TRUE BLUE	4 3 8 1 1
THE JUDDS: ROCKIN' WITH THE RHYTHM	5 4 2 6 5
BILL COSBY ...You'll Understand	2 4 7 4 7
*DARYL HALL: 3 Hearts 2 3 6 9 1 In The Happy Ending Machine	RCA
.38 Special Strength In Numbers	5 4 3 1 1
*GEORGE STRAIT #7	3 4 3 1 9
*BILLY IDOL REBEL YELL	2 4 6 7 4
*JEFFREY OSBORNE EMOTIONAL	3 4 3 0 0
JOHN LENNON Live In New York City	4 4 4 9 7
*THE MONKEES Then & Now/Best Of	5 3 1 8 3
*DIRE STRAITS BROTHERS IN ARMS	1 4 7 3 4

HUEY LEWIS FORE	5 4 5 7 0
GLENN MILLER ORCH. In The Digital Mood	4 3 2 9 3
*WHITNEY HOUSTON	5 4 3 8 1
HANK WILLIAMS, JR. MONTANA CAFE	6 1 2 3 6
VAN HALEN 1510	7 0 2 2 0
*DAVID LEE ROTH Eat 'Em And Smile	5 3 8 1 4
*OAK RIDGE BOYS SEASONS	5 4 3 1 2
*PATTI LABELLE WINNER IN YOU	5 4 3 2 7
U2 The Unforgettable Fire	5 4 5 1 5
*METALLICA Master Of Puppets	3 4 5 5 2
*EL DEBARGE 146 9 9	GORDY
GTR	1 4 7 8 9
*ALABAMA Christmas	3 4 5 9 4
Piñero Domingo & Vienna Boys Choir	4 0 2 0 3
HEART	4 4 2 7 6
KENNY ROGERS The Heart Of The Matter	5 3 9 9 5
*JANET JACKSON CONTROL	3 4 5 2 6
BEST OF THE BEACH BOYS	2 3 9 4 6
TWIN SETS	Double the music Count as one!
Come Dancing With THE KINKS (19 Hits)	6 0 0 7 7
ELVIS PRESLEY From Elvis With Love	3 4 3 4 0
PRINCE 1999	5 2 4 8 3
ELTON JOHN GREATEST HITS, Vols. 1 & 2	3 1 7 1 1
28 SIXTIES SOUL CLASSICS	5 0 3 7 5

LIONEL RICHIE Dancing On The Ceiling	3 4 5 4 1
ALABAMA GREATEST HITS	2 0 2 4 7
GENESIS Invisible Touch	5 3 7 4 0
PRINCE PARADE	4 0 2 3 4
KENNY ROGERS 20 Greatest Hits	4 4 5 2 3
*JAMES GALWAY'S Christmas Carol	5 3 8 2 1
BILLY OCEAN Love Zone	5 3 6 7 9
AC/DC Who Made Who	2 0 7 7 4
RANDY TRAVIS Storms Of Life	7 4 0 4 6
*POINTER SISTERS HOT TOGETHER	5 3 6 9 4
ZZ TOP AFTERBURNER	6 4 0 4 2
EURYTHMICS Revenge	1 0 7 7 0
*SIMPLY RED Picture Book	5 3 9 3 6
DOLLY PARTON GREATEST HITS	1 4 0 9 0
PHIL COLLINS NO JACKET REQUIRED	2 0 7 7 1

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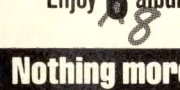
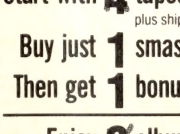
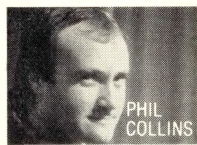
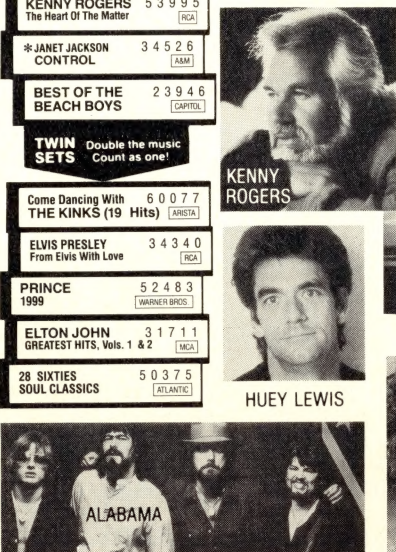
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- John Denver: One World ..... 63499
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- The Cars: Greatest Hits ..... 53702
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2 ☐ COUNTRY Alabama, Oak Ridge Boys, The Judds, Ronnie Milsap  
3 ☐ HARD ROCK ZZ Top, Van Halen, Bryan Adams, Dire Straits  
4 ☐ POP/ROCK Lionel Richie, Phil Collins, Prince, Hall & Oates  
5 ☐ CLASSICAL James Galway, Luciano Pavarotti, Neville Marriner

**4** RUSH ME THESE 4 SELECTIONS (indicate by number)

**5** PLUS THESE 2 BONUS HITS →

**6** ☐ Mr. ☐ Mrs. ☐ Miss First Name Initial Last Name (PLEASE PRINT)

Address Apt.

City State Zip

Telephone (Area Code)

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Identify 20 Photos for a Chance to Win 115 Games

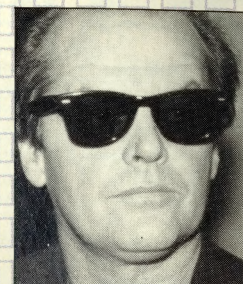
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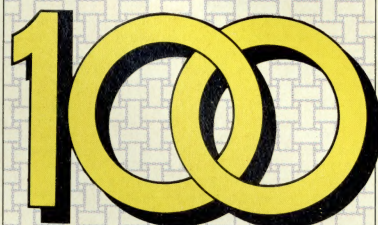
### DIFFICULTY RATING

Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★☆

Cover Game R. Wayne Schmittberger Board Design Barry Simon



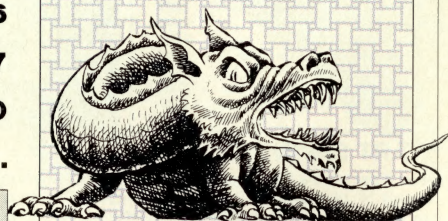
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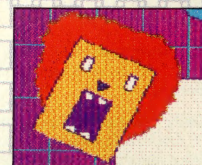
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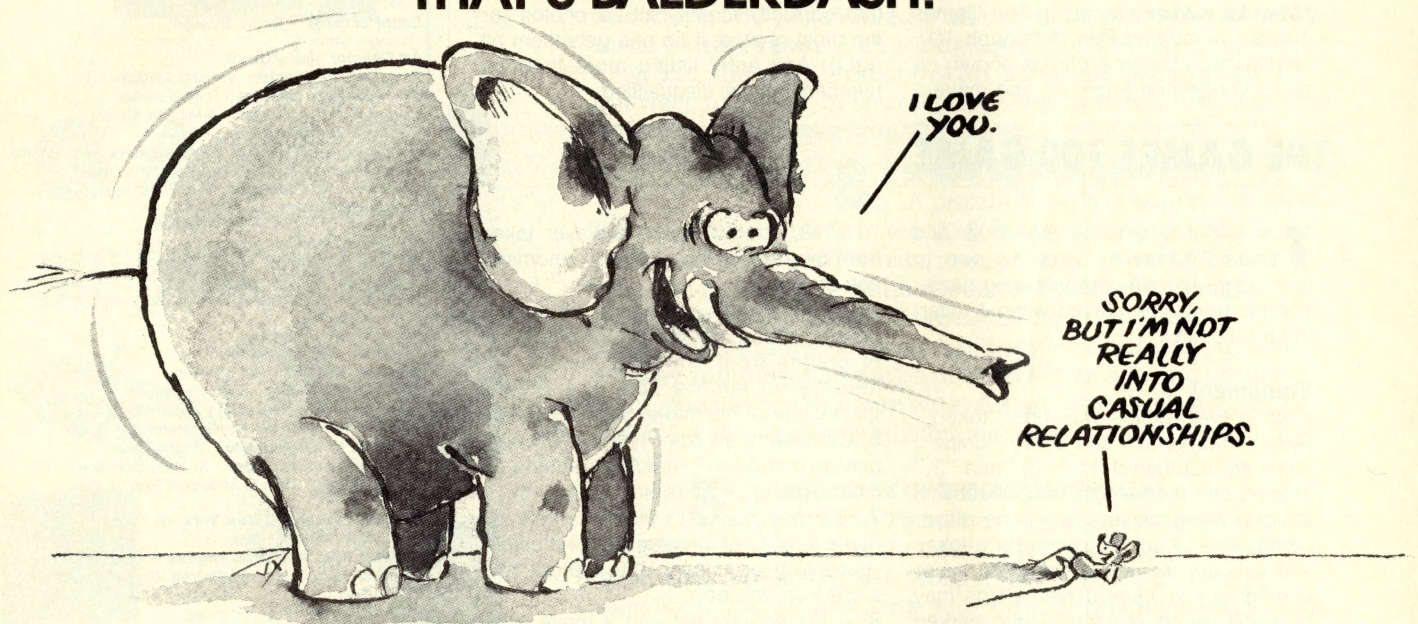


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# HYPOPROSEXIA?

IT'S DEFINITELY NOT AN OBSCENE ACT  
BETWEEN AN ELEPHANT AND A MOUSE,  
BUT IT COULD BE.  
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## CONTEST ★

**Grand Prize**  
All 115 games  
from The Games 100  
and Hall of Fame  
**20 Runner-Up Prizes**  
One game from  
our grab bag

# All Aboard!

**O**n the cover, 12 of the game board's spaces contain triangular sections of photos from The Games 100 (pages 27-42 in this issue). Eight more such photos appear on the game board on page 27. All 20 photo sections are the same size as in The Games 100, but not necessarily in the same orientation.

**How to enter** Games in The Games 100 are numbered from 1 through 100. Identify the 20 game photos shown on the cover and on page 27, and make a

list of their Games 100 numbers, in numerical order. Send your list of 20 numbers along with your name and address, to: **All Aboard!, Games Magazine, 1350 Avenue of the Americas, New York, NY 10019**. Entries must be received by December 1, 1986.

The winner and runners-up will be drawn at random from among entries that correctly identify all 20 photos (or the most photos, if no one gets them all right). Any entry listing more than 20 numbers will be disqualified.

## THE GAMES 100 GAME

**T**he game boards on the cover and page 27 may be used by two to four players to play the following game. The game can be played without entering the contest.

### Equipment

Each player begins with one "token," seven "markers," and three "chips"; chips are numbered "1," "2," and "3." Tokens and markers must contrast with those of other players; e.g., one player could use a heads-up penny for a token and tails-up pennies for markers, while another player uses dimes. Chips may be small pieces of scrap paper marked 1, 2, or 3.

### RULES

#### Phase One: The Cover

1. All tokens begin on the START space. A first player is chosen randomly, and the rest follow in clockwise order.
2. In turn, a player plays one of his chips and moves his token the corresponding number of spaces (e.g., the token moves two spaces when a "2" chip is played). A token may move in *either* direction on both the inner and outer tracks and may switch between tracks at the large triangular spaces. A token must always move the exact number on the chip, and may not backtrack over the same space in a single move.
3. All chips that are played go into a "pool" in the center of the board. If a player has no chips, or if his token is otherwise unable to move, he uses his turn to take one chip of his choice from the pool for use in his next turn. If there is no chip in the pool, the player takes a chip from any player. A player may not take a chip if he has an available move.
4. On landing on a space showing a

"1," "2," or "3" chip, a player takes from the pool all chips of the denomination shown.

5. Twelve spaces, colored either purple, green, or blue, show triangular portions of photos from The Games 100. On landing on such a space, a player places one of his markers on the photo.

6. On landing on other types of spaces, players follow the instructions printed on those spaces, if possible.

7. The first player to have markers on game spaces of all three different colors (purple, green, and blue) takes two chips from the pool.

8. A player may not end a move on a space occupied by an opponent's marker or token.

9. When a player has placed markers on more than his share of the game spaces (seven spaces in a two-player game, five in a three-player game, and four in a four-player game), PHASE ONE ends and the player becomes the "leader" in PHASE TWO.

#### Phase Two

1. The leader takes his markers off the cover game board and places them on any combination of similar game spaces (the ones showing photos) on page 27. All players place their tokens on the START/FINISH space, and keep whatever chips they had when PHASE ONE ended. Chips in the pool are taken by the players, one at a time, starting with the leader and continuing clockwise until no chips remain.

2. Starting with the leader, each player in turn moves clockwise around the board. All other rules of movement, blocking, and collecting chips are the same as in PHASE ONE.

3. The first player to reach FINISH by exact count is the winner.

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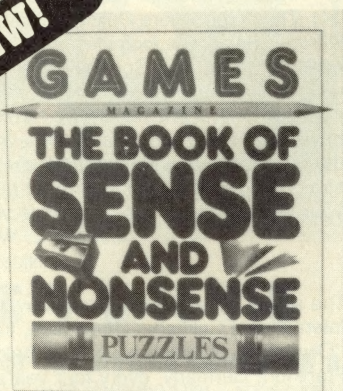
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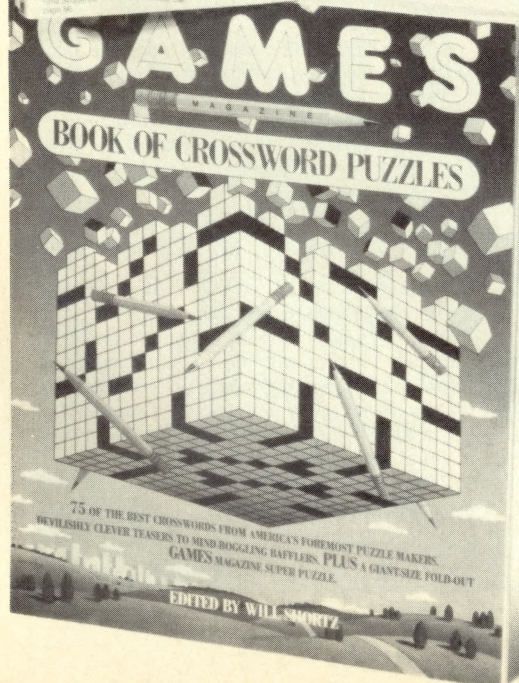
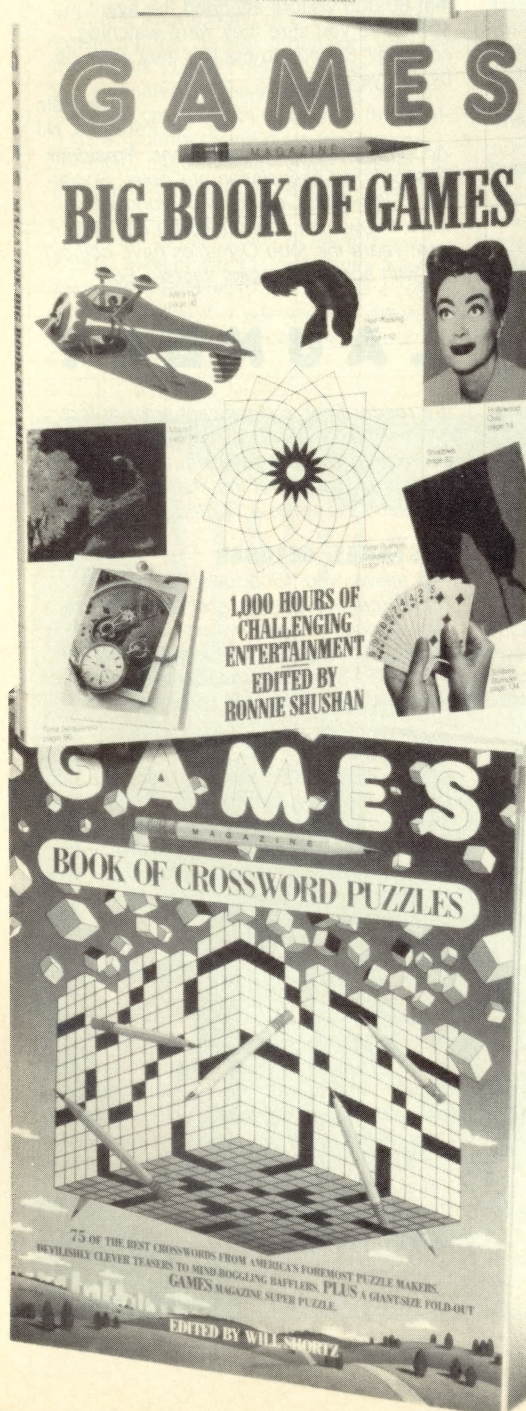
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# LETTERS

## FAMILY WORDS

Seeing your "All in the Family" article (June, page 49), which presented family-coined words and phrases, prompted me to send in one that's been in our family for 40 years: A "child-cheater" is our word for the rubber spatula used to clean the frosting bowl so well that there's nothing left for licking.

Carolyn Gray  
San Bruno, CA

Our word is "Mudwaffles": those clumps of mud and dirt tracked into the house by people wearing sneakers. My four-year-old daughter noticed that the geometric patterns on the soles of sneakers cause them to look like waffles.

Claire Howard  
Brockton, MA

Fungies, or Phungies: Light, white, oddly shaped, cushiony pieces of foam used as packing material. Singular form: funky (although never used, since fungies are never seen alone).

Vicki Schooler  
Boulder, CO

Yard Apes: Overly active, mischievous children who require constant supervision. (Often they're put out in the yard where they can cause less damage.)

Daniel Sissman  
Latham, NY

My husband's family uses the term "blowers" for pieces of silverware or glassware that were placed at the table but not used, and can be put back in the drawer or cupboard without being washed. You simply blow on them to remove stray crumbs.

Pam Herman  
Centreville, VA

My grandfather founded a synagogue during World War I. Although a reverent place, it was a congregation of hard-working men who had an admirable sense of humor and proportion. To "assist" the Rabbi, someone would invariably stand at his seat and proclaim, "Hey, sit down there!" to anyone who was talking. In broken English, it usually sounded more like "Haysa-donde." Eventually, the "helper" would be called a "haysa-donde," for butting in. This has been passed along to my father and now to me. To this day, whenever we hear someone acting like a big shot, we'll refer to him as a "haysa-donde."

David A. Saltzman  
Chatham, NJ

A small child I know used the term "open stomach" when she had the flu. She never knew it was incorrect until grade school.

Tia Karelson  
Minneapolis, MN

"Twinition" is that sixth sense twins often have about each other (such as buying identical birthday cards for each other). I should know—I'm an identical twin.

Deb Miller  
Kent, OH

Having several teachers in the family, we quite often find ourselves discussing students or the children of friends. We hesitate to say that someone is not very bright, so we coined the abbreviation "L.M.C." to use when the situation demands it. It stands for "Low Marble Count."

Ann Zlamal  
Phoenix, AZ

*Our request for Family Words, which accompanied Paul Dickson's article on the subject, elicited over 2,000 words from some 600 families. The words that we've printed here are our favorites and, as promised, a GAMES T-shirt will be awarded for each.—Ed.*

## NEGATIVE REMARKS

May I bring something into focus for your readers? In the crossword "Easy On, Easy Off" (September, page 25), 27-Down reads "Kodak competitor," and is answered LEICA. When I saw this, I knew in a flash that whoever developed this puzzle had been underexposed to photography. Leica cameras and lenses range into the thousands of dollars, and so are hardly on the same focal plane as the instant cameras advanced by Kodak.

Joe Murphey  
Taylors, SC

## FE-MAIL

Stephen Sniderman's consciousness needs raising if his celebrity pun game "Compound Interest" is any indication (September, page 27). According to number 10's answer, "Larry laughed when he saw the ugly old hag man the kissing booth." Clearly, the hag, being a woman of the 80s, couldn't possibly man a booth!

Helene Singer  
Coram, NY

*Larry tells us he was laughing at precisely that incongruity.—Ed.*

## HIDE AND SEEK

Could you please send me a copy of September's Hidden Contest? This is the first time I haven't been able to find it. In fact, I've wasted so much time looking, I now have serious doubts it's even in there.

Elizabeth Claassen  
Whitewater, KS

Enclosed is my entry to September's Hidden Contest, which I easily found. Next time, could you do us all a favor and make it a little harder?

Tim Feiertag  
Salisbury, MO

## HEY, GOOD COOKING

As a West Virginia native, I was disappointed to see the Greenbrier Hotel misplaced in "Pressure Cooker" (September, page 14). The hotel, where Culinary Team finalist Hartmut Handke is executive chef, is located in White Sulphur Springs, West Virginia—not Virginia. Your error is an all-too-common one; it seems like we hillbillies have been fighting for statehood ever since the Civil War. Now that we have that straight, how about sending me a piece of your delicious New Jersey cheesecake?

Rodney L. Wilkinson  
Niceville, FL

The article "Pressure Cooker" covered the International Culinary Competition, the final "Olympics" of which have been held in Frankfurt, Germany, every four years since 1894. However, also mentioned is the fact that 60,000 visitors attended the event in 1984. Are you sure they were watching cooking? Sounds to me like they were off by two years.

Orrie Pelc  
Paramus, NJ

*According to Hans Bueschgens, President of the World Association of Cooks' Societies in Windsor, Ontario, two World Wars have thrown the schedule off a bit. In recent years the food Olympics have coincided with sports Olympics years.—Ed.*

## LAUNDRY

*If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.*

## MISTAKES: OCTOBER

*The answers to "Shadows of the Storm King" (page 19) were incorrect. The correct pairings of shadows and sculpture were: 1-B; 2-G; 3-C; 4-A; 5-E; 6-D; 7-H; 8-K; 9-F; 10-J. The shadow with no match was I. We apologize for the error.—Ed.*

## SEPTEMBER

While sitting on the veranda, sipping a mint julep, I noticed a Yankee error in your "Wall of Fame" quiz (Wild Cards, page 53). George Wallace is not a "three-time Georgia governor," but is in his fourth term as governor of Alabama. To err is human, to forgive—Southern.

Donna Smith  
Appling, GA

## JULY

The Your Move puzzle "Identity Crisis" (page 4) asked readers to match "secret identity" names with the "actual" names of their alter-egos, and said that The Shadow's actual name was Lamont Cranston. But Shadowphiles know that The Shadow's "true" name was Kent Allard. Lamont Cranston, a world traveler, allowed Allard to use his name as a cover.

Bill Lemley  
Eureka, CA



## ENVELOPE OF THE MONTH



David LaRochele  
Spring Lake Park, MN

## EVENTS

### DAY OF THE MONTH: NOVEMBER 8

"Aid and Abet Punsers Day," sponsored by Punsers Unlimited, encourages the creation and appreciation of puns. P.U. also registers puns, providing punsters with serial numbers to settle disputes over originality. Certificates of Registration are sent to punsters, certifying an entry as a true pun or as a groaner. Send puns to: Punsers Unlimited, Lake Superior State College Unicorn Hunters, Sault Ste. Marie, MI 49783.

*If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.*

**BRIDGE** Players of all levels are invited to accumulate ACBL master points at the North American Bridge Championships, November 28–December 7, at the Atlanta Hilton in Atlanta, Georgia. The fee is \$6–\$8 per session. Contact: Charles MacCracken, American Contract Bridge League, 2200 Democrat Rd., Memphis, TN 38186, or call (901) 332-5586.

**DUCK CALLING** Contestants can quack it up at the 51st Annual Championship Duck Calling Contest, November 25–29, in Stuttgart, Arkansas. Judging is based on length, tone, and accuracy, and prizes include a \$1,000 savings bond and a Labrador retriever. Contact: Chamber of Commerce, P.O. Box 932, Stuttgart, AR 72160, or call (501) 673-1602.

### GAME COLLECTORS CONVENTION

Rare, historic games will be showcased at the American Game Collectors Association Convention, October 31–November 2, at the Mystic Hilton, in Mystic, Connecticut. The program includes the largest game auction in the country, a Halloween party with parlor games, and a seminar on the value of board games. Open to AGCA members only. Weekend package price is \$260 per couple and \$190 for singles. Contact: AGCA Convention, Joe Angiolillo, 21 Kenwood Dr., Manchester, CT 06040.

**STRAT-O-MATIC BASEBALL** Couch baseball fans can test their drafting skills and

endurance for over \$2,000 in cash and prizes at the Strat-O-Matic Pro Tournament, November 7–9, at Hofstra University in Hempstead, New York. Registration fee is \$40 until October 15. Contact: Inside Pro-Strat, 172 Atlantic Ave., Massapequa Park, NY 11762, or call (516) 795-4762.

**TINKERTOYS** Tinkerers of all ages can enjoy constructing buildings, bridges, or abstract sculptures, at the Giant Tinkertoy Extravaganza, November 28–30, at The Franklin Institute Science Museum in Philadelphia. Thousands of oversized pieces of



Tinkertoys are placed by the 20-foot marble statue of Benjamin Franklin. The cost is the price of admission to the museum: \$4 for adults, \$3 for children. Contact: The Franklin Institute, 20th & the Parkway, Philadelphia, PA 19103, or call (215) 564-3375.

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# G A M E B I T S

EDITED BY CURTIS SLEPIAN

## BYTE YOUR TONGUE

It's not enough that computers play games with us, do our taxes, and correct our spelling. Now they're talking back to us.

Currently on the market are several interactive computer programs whose sole purpose is to chat with their users. One of the most enigmatic conversationalists is Racter (produced by Mindscape, Inc., for the

swers, which he uses later to condescend to you. Racter has a mind of his own and delights in reminding you that it's probably smarter than yours.

If Racter gives you an inferiority complex, turn to Dr. XES (from Finally Software, for the Atari ST), a shrink-in-a-box that leads users through a therapy session. Dr. XES's computerized face is a kindly one. Input a statement and his lips move in synch to his spoken answers, which may have you climbing the padded walls.

One exchange produced this unFreudian dialogue:

Patient: "Doctor, I feel terrible."

Dr. XES: "Hmmm. That's too bad.

What's wrong with you?"

P: "I'm just not getting the same thrill out of the beverages I used to drink."

D: "Hmmm. Just what sort of beverages have you been

drinking?"

P: "Well, a lot of beer."

D: "You fool! Beer is no good for you."

P: "Oh, is that so?"

D: "Next question."

All the benefits you receive from Dr. XES can be undone in a day by talking with Mom and Me (Antic Publishing, for the Atari ST). Designed by Israeli cartoonist Yakov Kirschen, Mom and Me displays on the screen a classic little old lady, whose speech appears in a word balloon. One converses with her by moving a cursor over one of two possible responses the screen offers. As this dialogue illustrates, Mom can be as exasperating as a real mom:

"Dear, don't slouch, stand

up straight."

"Sorry, Mom."

"Have you been eating enough lately? You look too skinny."

"I'm fine."

"Doesn't what's-her-name feed you?"

"Mom, I'm fine."

"Maybe I should make you some chicken soup?"

"Please, let's drop the subject."

"If you want. Just pretend I never said anything. I'm just worried about you, but it's all right."

"Mom!!"

"There's no need to shout dear. I'm not deaf."

Those looking for more sympathy should enjoy Antic's related (in both senses) program, Murray and Me. A lot looser than Mom, Uncle Murray has his good and bad sides. As quickly as he can build you up, he can cut you down. And like many an uncle, he tells bad jokes. But unlike flesh and blood uncles, you can always turn Murray off.

—Marshal M. Rosenthal

## PET PEEVE

David Letterman is one of the hottest comedians around, but at least one person thinks he's going to the dogs.

Maryjane Kasian, owner of a poodle named Randi, is suing Letterman for \$1 million, claiming he destroyed her dog's career. It all began when Randi appeared on *Late Night With David Letterman*, in a segment called "Stupid Pet Tricks," during which house pets perform silly stunts. Randi's talent was to walk on his hind legs while balancing a glass of water on an upside-down Frisbee disc.

Letterman was later

quoted as saying, "The dog's performance was a 10." However, he went on to quip that the owner had "performed some unethical and intricate spinal surgery on the dog and that's illegal and she'll end up doing time."

Kasian's attorney explained that Randi was an entertainer "on his way to doing some commercials, and his career was damaged."

Most of the pets that appear on Letterman's show don't have Randi's lofty goals, but they do have plenty of talent. See if you can guess which pet tricks below have really been showcased on *Late Night With David Letterman*, and which are fake. —B. S.

1. A parrot that drank water and sang "Tie a Yellow Ribbon 'Round the Old Oak Tree."
2. A bird that pooped whenever its owner said the word "plotz."
3. A horse that did a hula dance.
4. A snake that squeezed toothpaste out of a tube.
5. A poodle that jumped and barked whenever it saw another dog on television.
6. A bird that rode an electric car.
7. A dog that held three tennis balls in its mouth at once.
8. A dog that paid a salesman cash, then carried away a bag containing a six-pack of beer.

ANSWERS, PAGE 68

**Late night "stupidity" with Letterman.**



**You can talk with Mom, but you may not get a word in edgewise.**

Apple Macintosh and IBM PC). Type in your question and Racter will answer in surreal imagery so obscure one isn't sure if it's the work of genius or idiocy. For example, when asked, "Where did you come from?" Racter replied, "I am from the future. When I rest in the future, I ride in a watermelon patch. Ah, forever the natives. From a watermelon patch to the booby hatch, always in the sky."

Racter also oozes superiority. Asked, "What have you come here for?", Racter sniffed, "Just be content that I am. If it's not too personal, do you have a soul?"

Racter saves information on your questions and an-



NBC



## SUMMER FLING

Both Alan Adler and his invention have gone far. Adler, a 48-year-old Stanford University engineering lecturer, is the creator of the Aerobie (see *The Games* 100, page 32), a rubber flying ring of which more than a million have been sold in a year and a half.

Last July, Scott Zimmerman heaved an Aerobie 1,257 feet. According to *The Guinness Book of World Records*, that makes it the farthest thrown heavier-than-air object in history.

A week later, we caught up with Adler and Zimmerman in New York's Central Park. As a publicity stunt,



**Adler is at the center of the far-flung Aerobie empire.**

Zimmerman was attempting again to set a new distance record, this time by throwing the Aerobie across the park's Great Lawn to Belvedere Castle.

While watching Scott's 1,000-foot-plus throws land just short of the Castle's lake, Adler told us that the Aerobie's low profile and low drag means that little effort is required to achieve great results. The slightly built Adler, for example, recently tossed a dozen Aerobies across the Thames in London.

Still, not just anyone can duplicate the feats of Zim-

merman, a seven-time World Frisbee disc champion. His record-breaking Aerobie toss from a San Francisco cliff sailed so far out over the Pacific, it took 28 seconds to land.

Zimmerman, a 24-year-old computer science major at Cal Poly-Pomona, has also lobbed 24 rings from the middle of Pasadena's Rose Bowl out into the parking lot. Having already been the first to make a throw of over 1,200 feet, he hopes next to reach a quarter mile—1,320 feet.

Nor is Adler resting on his laurels. Though it took him 10 years to perfect the Aerobie, Adler is still tinkering with it. Says the inventor with a smile, "I'm working on a smaller and lighter version that will fly even farther."

—M. D.

## SPONTANEOUS PRODUCTION

The man was discoursing lucidly on the subject of sheepherding when, suddenly, he broke into gibberish. Then, without skipping a beat, he switched back to English . . . then back to gibberish . . . then English.

No, this didn't take place in a psychiatric ward. It was part of a performance of *Sills & Company*, an evening of improvisational theater games.

*Sills & Company* uses no script, but each of the skits that make up the show is governed by a different rule. (In one, for example, all dialogue must be sung; in another, the performers must instantly change from one emotion to another on command.) In addition, the situations and characters in any skit are created by members of the audience, who shout incongruous and provocative suggestions. Then, it's up to the quick-witted, nine-member cast to improvise a funny sketch on the spot. At one show, two actors not only had to play a

husband confronting his wife's lover atop the Statue of Liberty, they also had to work in these first and last lines provided by a merciless audience: "Not since Picasso" and "The sole of my right foot."

*Sills & Company* was created by Paul Sills, founder of the Second City Company and other improvisational groups across the country. Sills has based the games in his show on exercises developed to help train actors. Some of the exercises resemble party games: In a skit called "Who Am I?" an actor must guess, from clues provided by other members of the cast, what famous person the audience has chosen. It can be anyone from Lazarus to Nancy Reagan, clued, for instance, by an actor leaping balletically across the stage while exclaiming, "Hi, Mom!"

But perhaps the show's most impressive improvisation occurs during a skit called "Animal Images," in which six actors play different animals. The object is slowly to become more human while still retaining animal traits. By one skit's conclusion, for example, a frog had evolved from a pond hopper to a bar hopper. Leaning toward an imaginary bartender, the frog-actor said, "Can I have a grasshopper, please."

For a night of impromptu fun, see *Sills & Company* at either the Actors' Playhouse in New York City or the Sills & Company Theatre in Los Angeles.

—C. S.

## BUG OFF

What do you do with a two-inch cockroach? Most people would either stomp on it or scream and run away. But last summer, folks in Dallas had another reaction: They tried to capture giant roaches unharmed.

The cockroach hunt was touched off by a contest with a \$1,000 prize that invited Dallas residents to find

the city's largest roach. "The contest was basically my idea," said 39-year-old Michael Bohdan, co-owner of the sponsoring firm, Bizzy Bees Pest Control/The Pest Shop. Bohdan, who takes the Texas motto, "Bigger is better," to heart, explained that he wanted "an advantage over the pest-control competition."

To advertise the contest, Bizzy Bees put up posters and billboards reading "\$1,000 Reward—Wanted Dead or Alive." An official contest rule, however, add-



GARY BASEMAN

ed that no "squished specimens" would be accepted.

With everyone in Dallas "thinking cockroach," as Bohdan put it, entries started arriving—in jars, cups, popcorn boxes, and attached to pest strips. In all, contestants delivered 204 roaches, plus 50 miscellaneous creatures (including giant grasshoppers) that competitors mistook for roaches.

Early predictions had put the winner at a minimum length of three inches, but, Bohdan said, these turned out to be "big roach" stories. In fact, once the winner arrived at the store, it was quite clearly the largest. The champ, found in the local offices of Southwestern Bell, measured 48.78 millimeters, or just under two inches.

As for Bohdan, he's basking in the worldwide publicity that the roach contest has generated: "It's as Andy Warhol once said: Everyone will be famous for 15 minutes, and I guess these are my 15."

—Minda Zetlin





# Tales of Sir Christopher

## THE THREE KNIGHTS ★

Sir Christopher was known for his great courage and integrity, and was especially favored by King Regivant for his sound judgment and quick wits.

One day when Sir Christopher had returned from one of his many quests, he noticed three young knights sitting side-by-side in the hall. He asked the king of their names and armor, so that he would know them in the morning's tourney.

King Regivant replied, "The knight on Damas's right wears white armor, while somewhere to the left of Ector is a knight who wears blue armor. Cador and the green knight are brothers, and each will joust the blue knight tomorrow."

What color armor did each knight wear, and how were they seated?

## THE ENCHANTED SWORD ★★

Not long after, as Sir Christopher rode through the wood in search of adventure, he came upon an ugly old woman trying to cross a stream. Christopher gallantly let her ride upon his horse and when they reached the other side, the old woman took Christopher to her hut and revealed to him four magnificent swords: Two had hilts of gold, the other two of silver; and one hilt of each metal was inlaid with pearl, the other with opal. Then the hag offered Christopher his choice of the swords in gratitude for his chivalry.

Christopher's interest was roused when he heard that one of the swords had been forged by his ancestor Tali-

sin and bore powerful enchantments. The other three were made by the swordsmiths Regin, Siegfried, and Weland; but as to which was which, all the woman would tell him was the following:

1. The sword Taliessin made is older than the opal-and-gold sword.
2. The sword of Regin is the same age as the pearl-and-silver sword.
3. Siegfried's sword is older than either pearl-inlaid sword.
4. The sword of Weland has a golden hilt.

Sir Christopher immediately knew which blade was forged by which swordsmith, and he chose his ancestor's weapon. How quickly can you match swords with swordsmiths?

## THE WIZARD'S TOWER ★★★

The old woman told Sir Christopher that he had chosen well, since Taliessin had prophesied that his sword would one day be the bane of the most fearsome dragon in the land. The dragon, she said, guarded one gate of a tower where a fair maiden was held captive. The other three gates of the tower were guarded by lesser monsters: a chimera, a hydra, and a minotaur. The four gates were situated north, south, east, and west.

All the old woman knew was that the dragon guarded the gate opposite the minotaur's. But, she said, there were eight inscriptions over the entrances (two over each entrance): four of them true, and the other four lies.

Heartened, Christopher set off in search of the wizard's tower. When he reached it, he found the inscriptions just as the old crone had foretold:

NORTH: The dragon guards the East gate. The first sentence over each gate is true.

SOUTH: The chimera guards the West gate. Both sentences over the minotaur's gate are true.

EAST: The hydra guards the South gate. Both sentences over the hydra's gate are lies.

WEST: The minotaur guards the North gate. One of the North gate's sentences is true.

After brief thought, Sir Christopher rode boldly through the dragon's gate. Which monster guarded each gate?

## THE MAGIC RINGS ★★★★★

The dragon dispatched, Sir Christopher began searching the tower for the unfortunate maiden. In an upper room, he discovered a dwarf, who took him to a chamber where the damsel lay in enchanted sleep.

To punish the maiden for resisting him, the wizard had tricked her into donning five magical rings, gold bands set with red gems, that now adorned the five fingers of her right hand. The wizard had hoped that she would first put on the Ring of Death, which would have killed her, but as luck had it, she put on the other four first, and so merely fell into a lasting swoon. To awaken her, Sir Christopher would have to remove the Ring of Death.

The dwarf told the young knight this:

1. The Ring of Valor is on the finger between the second ring she donned and the onyx.
2. Except for the Ring of Death, the maiden placed each ring on a finger that, at that moment, had a ringless finger beside it.
3. The rare red beryl was donned after the Ring of Healing and before the ruby.
4. The Ring of Life, which is just inside (that is, thumbwards) of the Ring of Protection, was donned after the garnet.
5. Except for the carnelian, each ring is next to a ring donned just before or just after itself.

After some minutes of thought, the knight unerringly removed the Ring of Death from the maiden's finger.

Where was each ring, with what stone was each set, and in what order did the maiden put them on?



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# CON GAMES



NICK KOUJIS

ENGLISHMAN TREVOR PEPPERELL FOUND THE IDEAL PLACE FOR INVENTING AND DEVELOPING HIS BOARD GAMES—INSIDE PRISON.

## BY MINDA ZETLIN

Imagine you're a multi-millionaire, with chateaux in France, yachts galore, and 89 companies with assets totaling more than \$200 million. Now imagine a sudden crash that has left your businesses in shambles—and landed you behind bars. What would you do?

If you're Trevor Pepperell, a British banker who served two years in prison for embezzling £15 million, you design a series of nine board games, and then perfect them by testing them on your fellow inmates.

Prison made the perfect testing ground, Pepperell says. "It was the kind of research and development setting a game company could never afford to buy. I couldn't have developed the games if I hadn't had that two-year . . . sabbatical."

Short and white-haired, the 59-year-



old Pepperell dresses casually whenever he can get away with it, and describes himself as "a Birmingham guttersnipe." He has a deep, gravelly voice that, though cultivated, falls short of the Oxbridge accent that identifies England's upper class.

**I**n The Bottom Line (see The Games 100, page 41), his first game, Pepperell explains, "I invite you to do what my partner, Gerald Caplan, and I did in 1959: borrow money to buy a bank." Why did Pepperell, who had previously worked in real estate and retail decide to go into banking? "Neither I nor my partner had any money," he says, "and we knew banks did, so we thought it would be a good idea to buy one."

London & County, the institution Caplan and Pepperell bought, ran into trouble in 1973, when the English government, to combat rapidly mounting inflation, suddenly pulled £3,000 million out of circulation. "It was rather like a game of musical chairs where you've got 50 people going around, and suddenly there are only 40 chairs," Pepperell recalls. "Interest rates for overnight money reached 24 percent, and the money market virtually disappeared." In the ensuing crash, London & County, as well as about 35 other banks, went under.

At the time, Pepperell was embroiled in a complex financial transaction that, even with his patient explanation, is difficult to understand. "I had agreed to take over shares from people who had borrowed money to buy them and were now pushing the bank hard for more loans," he says. "So there were £5 million (about \$7 million) of overdrafts that I had transferred from these people to me, from me to my company, and from my company to a dealing company, since my company dealt in property, and you can't offset overdrafts in a property company."

"So I transferred these £5 million in overdrafts three times. That," he says with a laugh, "was how I came to steal the £15 million that didn't exist in the first place."

The problem was explaining this to the jury, which Pepperell says was "made up of people who looked as if they'd never spent more than £50 in their lives."

"It was quite obvious to me that the jury lost the thread of the case after the first half hour. And after eight

weeks' bombardment with the most incredible irrelevancies, I'm not even sure my own counsel understood it thoroughly. The judge and prosecution certainly didn't."

So Pepperell was found guilty, and sentenced to 12 two-year sentences, all of which ran concurrently. His partner, Caplan, was acquitted of embezzlement charges during extradition trials held in California.

Was Pepperell surprised to be found guilty of a crime that he claims to this day he never committed? "Not really," he says.

As a believer in, and practitioner of fortune-telling, he explains, he had known the outcome beforehand. "I'd gone to see a young witch named Sarah and asked her to read the cards

5,000 of these are there for violent crimes."

And the rest? "There are a large number who come into conflict with the Internal Revenue on various matters," he says. And, he discovered, some of his fellow inmates in Wormwood Scrubs Prison were fascinating people.

Take for instance, Gary, the King of Cards. "If you invited Gary to play poker and let him deal, you'd find that you had four jacks, the fellow next to you had four queens, the fellow next to him had four kings, but Gary would have four aces. He could deal you anything he wanted," Pepperell says. Gary's downfall came when he inadvertently dealt himself five aces in a casino.

Then there was a young transvestite who wanted a sex change. "Sex change operations cost about £3,000, and he didn't have it," Pepperell says. "So, he went to Woolworth's and bought himself a water pistol. Then he walked into a savings and loan, pointed it through the grill and said, 'Give me £3,000 or I shall pull the trigger!'"

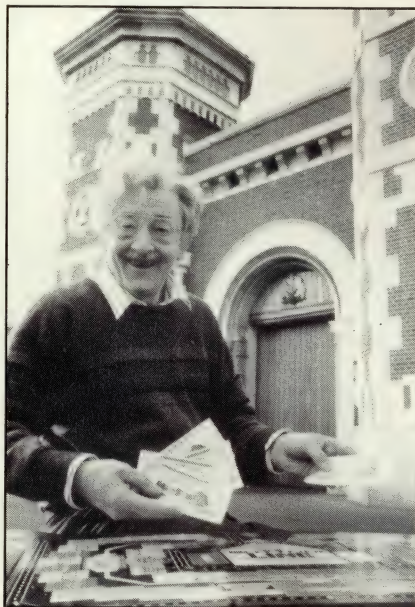
Unfortunately for the young man, his timing was bad. "It turned out that the savings and loan had about half a million pounds in its vault that day, and the North London Mob was planning a robbery. Scotland Yard had been tipped to this, so there were two cars poised outside, one full of thugs getting ready to rob the bank, the second full of police getting ready to stop them."

"In the middle of all this, this poor young man came tripping in on his high heels, with his water pistol. The police pounced on him."

The transvestite didn't get along well in prison, Pepperell adds, because the guards wouldn't let him wear lipstick. "But his biggest problem was the messages being passed to him from the North London Mob, saying what they were going to do to him for muscling in on their territory!"

There were also some prisoners who had come to jail willingly. "There was one man who had sent some export orders to the U.S.S.R. for secret electronic equipment," Pepperell says. "The transaction was enormously lucrative: He and his associates had made £5 million. The three of them felt it was worth a jail sentence, so they sat down and decided together which of them would be arrested."

"That man had all his expenses paid for him while he was in prison. His



**OUTSIDE WORMWOOD SCRUBS PRISON. PEPPERELL DISPLAYS HIS FIRST GAME. THE BOTTOM LINE.**

for me," he says. "I told her I didn't want to know my future, just the outcome of my case. And she said, 'We'll let the cards answer.'"

"So she spread out the entire Tarot deck and asked me to choose a card. And I drew the Death card." The Death card, he adds, does not signify a literal death, but usually a loss, or the end of a part of one's life.

Prison was indeed the beginning of a new part of Pepperell's life, but it was not as bad as he'd been led to expect. "Most people think that prisons are full of violent criminals," he says. "In England, at least, that isn't the case. There are about 50,000 inmates in English prisons, and only about



## "I'VE HAD MY GAMES PROOFREAD BY SOME OF THE BEST CRIMINAL MINDS IN EUROPE."

wife was sent to visit him in a helicopter." Though sentenced to three years, the prisoner got one year off for good behavior. "Two years for £5 million," Pepperell exclaims. "What would you do?"

Then there was Paul the Printer, a counterfeiter so expert that he distributed £50 notes on the London streets two days before the English government first issued them. "And," Pepperell says, "he claimed his were better. After all, he'd stolen the plates right from the mint."

Paul could provide nearly anything: passports, car registrations, train tickets, as well as money. "His method was to go into a print shop at six o'clock after the regular staff had gone home," says Pepperell. "Then he'd invite the local bobby in for coffee while Paul's employees went to work. 'Off-hours labor is so expensive, Trevor,' he said, 'but I think it's worth it, don't you?'"

Paul was caught when he boarded a train with a fake first-class pass. "He accepted a one-year sentence without argument. You see, he couldn't afford to have himself investigated."

Pepperell had been developing his games while out on bail, during the two years between his arrest and his court date. Once in jail, he discovered "a giant research and development department. I looked around and saw 500 men with nothing to do. And what interesting mentalities they had! I've had my games proofread by some of the best criminal minds in Europe."

Getting attention and respect from fellow prisoners turned out to be no problem. "You see, I was supposed to have stolen £15 million—which was more than all the rest of them put together," Pepperell explains. "So when I got there, it was 'Congratulations, Trev!'"

In fact, he said, the biggest problem was getting his research finished before his two-year sentence was up. "Every time we played the games out it was back to the drawing board. In Blundeston [a prison to which Pepperell had been transferred], there would be six inmates playing in the cell. The warders had me working in the print shop, which was a big help. And they'd leave my light on all night so I could work. I think I worked harder in prison than when I was out." Still,

Pepperell says now that, "I really could have used another couple of months. But once you leave and the doors close behind you, that's it. It's as final as going the other way."

If Pepperell's games were slow to develop, they were quick to play—an average game took about one and a half to two hours. This, he says, came about partly from necessity: "You see, I only had one board in prison and a lot of people wanted to play it."

The prisoners did have some initial trouble grasping the point of the games. "In *The Bottom Line*, the object of the game is to buy the bank," Pepperell says. "This was a new idea to most of them—they thought more in terms of *robbing* it."

They learned, however. "There was one man who must have left school at 14, judging by his English, which was terrible," Pepperell says. "By the time he'd gotten through all my games, he was reading the *Financial Times*."

That, he adds, is exactly what he intended: to educate lay people about money. "Most people suffer from a sort of financial dyslexia," he says. "They look at financial things and their eyes glaze over. They decide they can't understand it before they even try."

As a case in point, Pepperell tells of a prisoner up for bail who offered his personal balance sheet as proof of solvency. The bailiff was bewildered, and went to see Pepperell in his cell. "He shoved the balance sheet through the opening in the cell and said, 'Trev, what's this guy worth?' Well, he was worth about £320,000."

Player education starts with *The Bottom Line*, where participants try to buy the bank. Next, in a game called *Chairman of the Board*, they operate the bank bought in *The Bottom Line*. Another game, *Lady Luck*, teaches them to take calculated risks, while in *Silver Bear* they try to corner the market in silver.

Then there's a game called *King of Fraud*, "where I take you to the laundry," Pepperell says. "You learn to wash the world's dirty money into lovely, clean Eurodollar bonds." That game ends when one player foists his dirty money on the others—then calls in the police to have them all arrested. Pepperell notes that though the inmates enjoyed the fraud, they didn't

care for the ending.

"As you advance, you learn more and more—and the games depend less and less on luck," Pepperell says. Once you've gotten through all nine, he adds, "you just might be ready to go out and do it for real on Wall Street."

Having completed his "game autobiography," Pepperell lives in two simple rooms and says he won't return to the world of big business. "You roll out of bed and the phone's ringing. Your life is not your own."

Now he just wants to continue designing games and to tackle a new interest: writing historical novels. "The greatest pleasure is knowing that people are playing my games and having fun," he says. "I'd be glad to see someone else get rich off them—and perhaps I could earn a decent royalty, as well. You never know."



And he might just get his wish. *The Bottom Line*, which has already sold 25,000 units in England, was introduced recently in the United States by Maruca Industries. After its

first weekend of sales at New York City's FAO Schwarz toy store, Senior Buyer Ian McDermott reportedly called it "a runaway success." Maruca plans to publish all nine games eventually.

Of course, as Pepperell points out, this is only the beginning. "What I'm saying to people is that they should have a whole *library* of games. Most households have dozens of books, and only two or three games. But even the best books can only be read once or twice—whereas you can play a game over and over. So I think they should chuck the books and lay in games instead."

Pepperell claims that prison, with its healthful food and physical work, probably added about four or five years to his life. "Besides, I got a great testing ground for my games and an interesting story to go with them. So," he says with a twinkle in his eye, "was I punished, or wasn't I?" ■

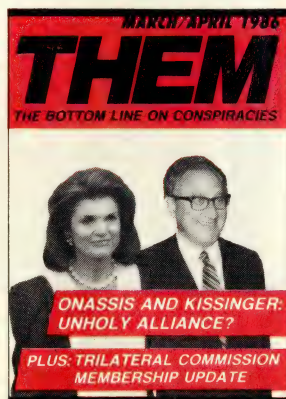
Minda Zetlin's previous feature for *GAMES* was "The Alma Mater of Invention."



# ISSUES and ANSWERS

CALL OUR BLUFF PUTS YOU ON THE RACK ★★

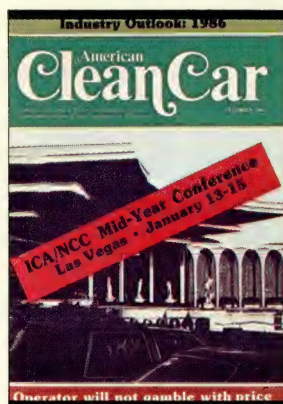
**Them** Not to be confused with *Us*, or even *Oui*, this quarterly is a favorite with conspiracy theorists. The Winter 1986 issue includes an updated membership list for the Trilateral Commission and a "surveillance report" on the recent activities of Henry Kissinger. "Rocky Road" purports to prove that Nelson Rockefeller faked his death and is now pulling the strings at the International Monetary Fund. Rounding out the features are "Fluoridation: The Fight Continues" and "A KGB/CIA Box Score," which charts the alleged influence of each organization in fomenting Third World revolutions. Columns include "UFO Roundup" and "J.F.K. News," about developments in the search for the real killer of John F. Kennedy.



**sheep!** This periodical is for individuals interested in "sheep, wool, and related areas." Last year, readers were treated to a pullout 1986 calendar, complete with spiffy black-and-white photos of sheep and lambs, several of them undergoing shearing. They also read announcements of the American Sheep Producers' Council "Silver Ram Awards"; an article on postage stamps worldwide honoring sheep and shepherds; and such regular features as "Cooking with Lamb" and "The Frugal Shepherd."



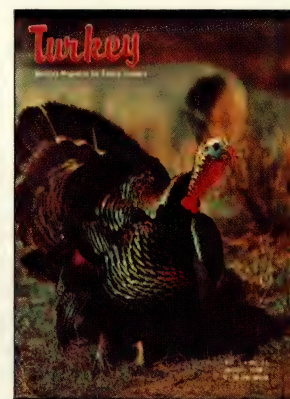
**American Clean Car** In this, the magazine of the car wash industry, readers received the exciting news that race car driver Mario Andretti had opened his first car wash in Allentown, Pennsylvania. They also read a profile of a successful Las Vegas car wash operator ("Car washing is an emotional experience for our customers. They've trusted us with caring for an extension of their personalities"), and learned about the latest research on acid rain and its effect on auto paint. What really shined, however, was an announcement of the 4th Annual Car Wash Beautiful Competition, to determine the most beautiful car wash in North America.



**Turkey** This monthly magazine for turkey hunters and turkey lovers is filled with first-person accounts of people stalking wild turkeys, as well as ads for turkey callers. Profusely illustrated with photos of turkeys in the wild, each issue contains a raft of gobbler-related feature articles. For example, "A Six-Year-Old's First Turkey Hunt"; "Fall Turkeys Are Tough"; and the definitive "Why Hunt Turkeys?" Some of the departments are "Talkin' Turkey," "The Life of the Wild Turkey," and "Turkey Tomes," the book review section, which rates fair or fowl such classics as *Advanced Wild Turkey Hunting & World Records*, *The Voice and Vocabulary of the Wild Turkey*, and *50 Years Hunting Wild Turkeys*.



**Lefthander** This sinister publication is put out by and for America's "invisible minority"—southpaws. A recent issue contained a lengthy tribute to the magazine's "Lefthanders of the Year" (Bruce Boxleitner, Crystal Gayle, and Marvelous Marvin Hagler, among others); a scientific essay on the right side of the brain; a "Lefthanded Lexicon" (e.g., "Hourglass: ambidextrous timekeeper"); and ads for lefthanded mugs, corkscrews, and potato peelers. For those people who feel left out, there was a stirring "Bill of Lefts," as well as a "Lefty Crossword," with such clues as "In this East African country, drive on the left."

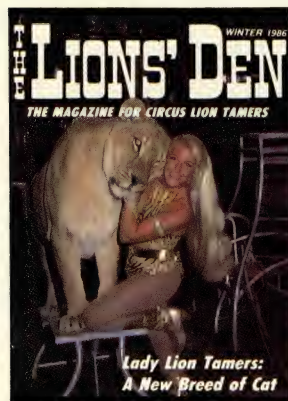




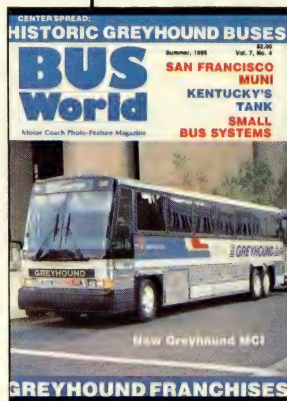
It happens periodically: Jeremy Piltown, possessor of perhaps the most peculiar portfolio of problematical publications anywhere, tries to put one over on his editors. Just the other day, Jeremy showed us a bunch of magazines that he contends are all legitimate. Frankly, though, we subscribe to the idea that some of them are fake. Which ones are real, and which have been pushed through the mail slot of his imagination?

ANSWER, PAGE 65

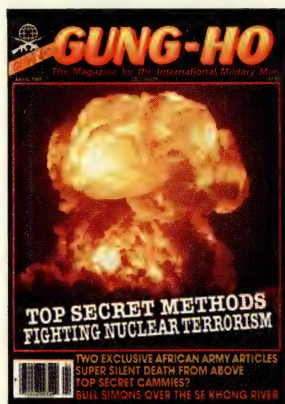
**The Lions' Den** The audience for this magazine is circus lion tamers. Articles deal with such professional matters as skyrocketing insurance rates for lion tamers ("A Bite Out of the Pocketbook"); do's and don'ts of whip technique ("It's a Snap"); how to avoid monotony in the lion tamer's act ("Lion Down on the Job"); and the sensitive issue of halitosis in the big cats ("In the Lion's Mouth"). The most popular departments are the humor column, called "In Stitches," and "Mane Events," a gossip column. Ads abound for products like "Jungle Mix," a vitamin supplement for lions and tigers, and plenty of personal ads can be found for used guns, whips, chairs, and other "only slightly chewed" paraphernalia.



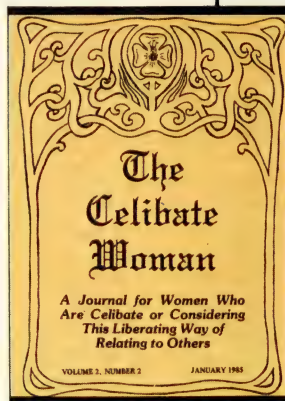
**Bus World** A must for those who like to ride, watch, or just read about buses. The magazine prints such fare as an exhaustive tour of the San Francisco Municipal Railway's Bus Maintenance Facility; a history of the Transit Authority of Northern Kentucky; and some action photographs of buses operating in Portland, Oregon, Atlantic City, New Jersey, and London, Ontario. There are classified ads (e.g., "Wanted: bus match covers for my collection") and book reviews (*The Greyhound Story* received favorable notice). But buffs were probably more transported by a recent full-color centerfold featuring a bevy of beautiful buses.



**Gung-Ho** Aimed at soldiers-of-fortune, this may be the only magazine with a top-secret masthead ("All Associate Editors are working experts in their own field. To protect their identities and occupations, many times their names are changed or not listed"). A recent cover story, "Doomsday In Your Town," described the steps to be taken if terrorists smuggle a nuclear bomb into one's community. In a lighter vein, a fashion piece describes the latest in camouflage clothing, and a product report rated wristwatches that can be used to set off explosives. A regular column, "Lock and Load," provides information on weapon and tactical training for the serious shootist. Advertised were grenade launchers, "military-style" dog tags, and *Dead Clients Don't Pay: The Bodyguard's Manual*.



**Fate** "The World's Mysteries Explored" is its motto, and this pocket-size magazine does its best. A few typical articles are "Strange Lights on Walker Mountain," about "a huge glowing dome-shaped object" in North Carolina; "Phantom Truck," which describes an encounter with a spectral big rig on Interstate 98; and "I Remember Death," which recounts an out-of-body experience during a troubled tonsillectomy. The popular "Quirks of Fate" column reports strange and uncanny incidents, such as the time a deputy sheriff accidentally shot himself during a firearm safety demonstration. Among the items advertised are "brain wave synchronizers" and "hand-crafted crystal balls."



**The Celibate Woman** The title tells it all. According to the editors, "we find new levels of creative energy available, which can be expressed in a variety of ways when we don't focus on sex." Recent articles include "Why I am Celibate," "Celibacy in the Mass Media," and "Celibate Sisters." There are also poems entitled "why I haven't" and "There's Nobody In My Bed But Me."





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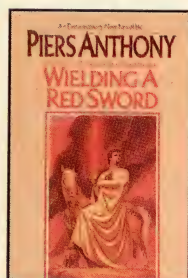
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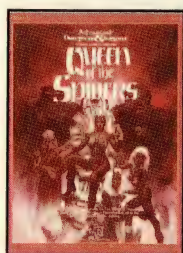
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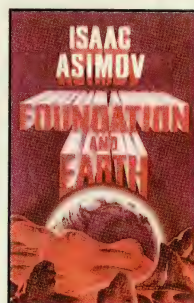
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# PENCILWISE



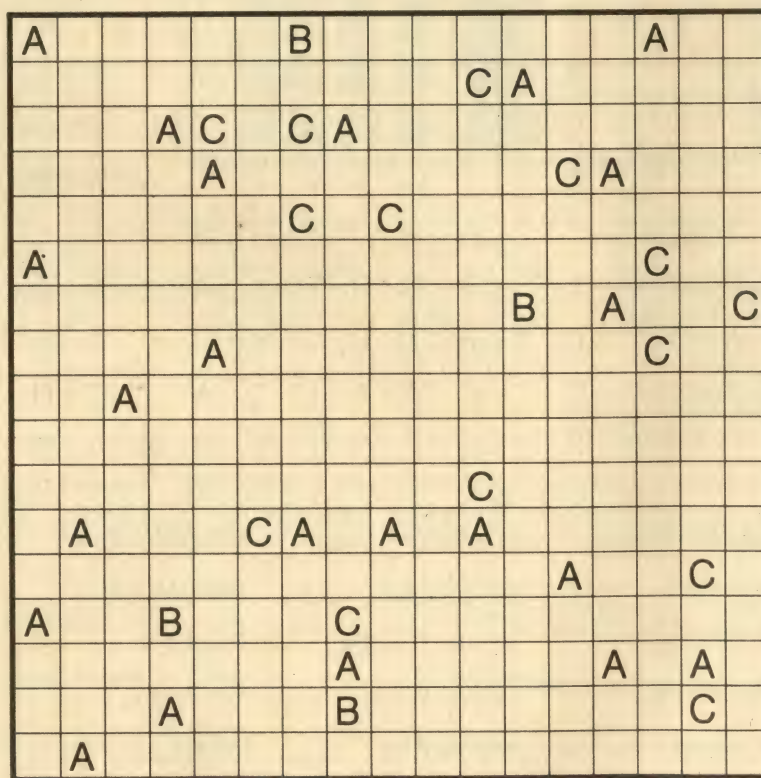
## GOING PLACES ★★

BY TRIP PAYNE

### A Do-It-Yourself Crisscross

When completed, the grid below will contain the names of the 31 methods of travel listed at the bottom of the page. These will interlock across and down as in a standard crisscross puzzle or Scrabble Crossword Game. The only words that go in the puzzle are the ones in the list. Can you fill them in? To

help you, all the As, Bs, and Cs have been put in the grid for you. Thus CAB is already spelled out (lower middle), and RACE-CAR and BICYCLE will each fit in only one place. Every word you enter will, in turn, restrict where the remaining words can go. The finished puzzle has a unique solution. **ANSWER, PAGE 68**



#### WORDS

WORDS	BOAT	TANK	LINER	WHEEL	BICYCLE	STEAMER	UNICYCLE
ARK	CART	CANOE	TRAIN	SLEIGH	CARAVAN	AIRPLANE	AUTOMOBILE
CAB	RAFT	COACH	TRUCK	SUBWAY	RACECAR	CARRIAGE	HANG-GLIDER
CAR	SLED	KAYAK	WAGON	AUTOBUS	SCOOTER	TRICYCLE	HELICOPTER



## A Hidden Quote Word Search

Originally, the 36 letters in the center of this word search, reading in order row by row, spelled a quotation by the Greek poet Aeschylus. But we've removed the letters and replaced them with shaded boxes. To discover the quotation, solve the puzzle as you would any word search, finding and circling

the words in the word list, with this difference: Some words cross into the shaded squares and need to have their missing letters filled in. Answers, as always, may read horizontally, vertically, or diagonally, but always in a straight line.

ANSWER, PAGE 68

I	F	C	Y	H	E	A	R	T	T	H	R	O	B	O	U	W	E			
F	O	R	I	E	E	I	X	I	H	O	U	S	E	W	I	F	E			
A	A	V	P	T	C	E	R	B	C	T	O	B	T	I	X	S	N			
C	Z	L	E	O	A	E	P	E	G	H	M	O	G	A	O	N	A			
I	O	E	C	R	V	M	H	R	A	O	A	N	T	P	B	H	C			
L	E	H	N	O	A	N	O	A	N	U	R	K	O	R	P	A	A			
I	E	G	N	I	N										R	A	B	A	N	D
T	Y	R	A	I	T										O	R	W	O	T	E
A	U	Q	U	H	O										O	Z	O	S	E	M
T	E	B	E	M	O										D	E	A	W	A	Y
E	R	V	I	T	A										M	U	A	T	T	E
S	U	L	Y	H	C										C	P	T	I	E	N
T	T	H	I	S	O	T	T	W	T	R	E	E	A	A	S	R	P			
U	A	Z	Z	N	I	E	O	A	O	P	I	S	N	T	I	L	E			
T	N	H	G	M	L	R	R	C	O	R	A	A	Y	N	I	G	T			
S	G	A	E	I	D	Y	P	T	L	J	K	U	L	A	E	O	N			
S	I	T	N	T	O	I	S	S	A	N	D	W	I	C	H	S	N			
D	S	E	T	A	R	E	N	E	G	E	D	O	B	A	E	D	S			

ACADEMY	DIAGNOSIS	HAMSTER	OVERAWES	SAUCEPOTS
ACHROMATIC	DIETARY	HAYSEEDS	PARAMOUR	SIGNATURE
AESCHYLUS	DOORKNOBS	HEARTTHROB	PHOOEY	SOAPBOX
ANTEATER	DROWNING	HOMEWORK	PROPOSE	SODDENNESS
BEMOANS	ECLAIRS	HOTHOUSE	PROTEIN	STUDIED
BROADSWORD	FACILITATES	HOUSEWIFE	RAREBIT	TERTIARY
CAMPAIGN	FADEAWAY	MESOZOIC	RICOCET	TOWROPE
CANTATA	FALCONRY	NOTIFICATION	RIPCORD	TURNOVER
DATELINE	GALOOTs	ONETIME	SANDWICH	VITAMIN
DEGENERATES	GANDHI	OUTGROWTH	SARABAND	ZENITH

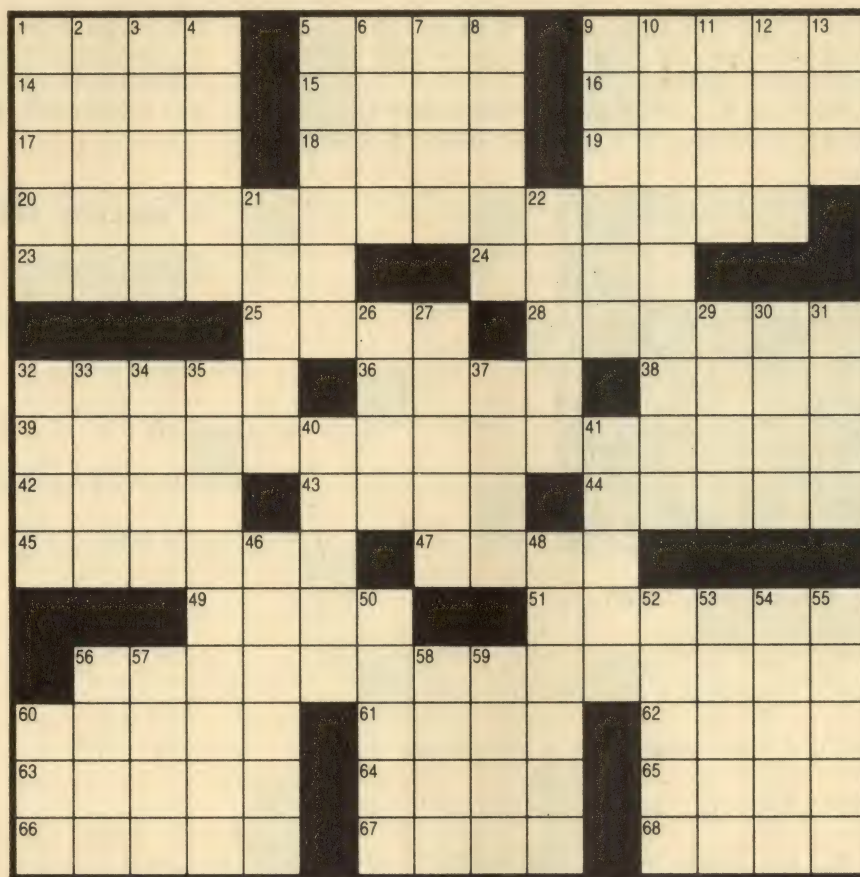


## ACROSS

- 1 The Bard of \_\_\_\_\_ (Shakespeare)
- 5 Word in an election ad
- 9 Actress Spacek
- 14 Relay or three-legged, e.g.
- 15 Israel's airline: 2 wds.
- 16 Ham it up
- 17 Jai \_\_\_\_\_
- 18 Peel
- 19 Jack who could eat no fat
- 20 Group that gave Teddy the call?: 3 wds.
- 23 Add salt to
- 24 Seven Hills city
- 25 \_\_\_\_\_-cake (kids' game)
- 28 TV's *I've Got a \_\_\_\_\_*
- 32 Scold
- 36 Picnic intruders
- 38 Shakespearean villain
- 39 Meeting of quack legislators?: 3 wds.
- 42 Swiss heights
- 43 Singer Falana
- 44 Past, present, or future
- 45 Cease and \_\_\_\_\_
- 47 Sea eagle
- 49 Prepare oneself, as for a shock
- 51 Cut
- 56 Judicial bodies that exercise leaps of logic?: 2 wds.
- 60 Home of La Scala
- 61 Run in neutral
- 62 Sheep cries
- 63 Upper crust
- 64 Enemies
- 65 *Raison d'* \_\_\_\_\_
- 66 Carried
- 67 Gait between walk and canter
- 68 "Children should be \_\_\_\_\_"

## DOWN

- 1 Saudis
- 2 Marked-down item
- 3 Florida city
- 4 Sedaka and Simon
- 5 *The Two Gentlemen of \_\_\_\_\_*
- 6 Hodgepodge
- 7 Lies on the beach
- 8 Respected one
- 9 TV "Street"
- 10 Vague
- 11 Separate, as laundry items
- 12 Remain
- 13 Even
- 21 Motorized bike
- 22 Sheriff's group
- 26 Relative of a burrito
- 27 "Sprained" body part
- 29 "The \_\_\_\_\_ in Spain stays . . ."
- 30 Swelled heads
- 31 Make less intense (with "down")
- 32 Dressed



ANSWER, PAGE 68

- 33 Green Mountain Boy Nathan \_\_\_\_\_
- 34 Mischievous ones
- 35 Specify
- 37 Old Russian leader
- 40 The "U" of UHF
- 41 She might "take a letter"
- 46 Autographed
- 48 Most pleasing
- 50 Snowbank
- 52 Ernő Rubik toys
- 53 Furious
- 54 Empty gaze
- 55 German steel city
- 56 About 2.2 pounds, metrically
- 57 Landed
- 58 Stink
- 59 Butter look-alike
- 60 New York opera site, with "The"

# PASSWORDS ★

BY ANDREA CARLA MICHAELS

This is a test that every reader passes. That's because the answer to each clue is a word or phrase containing the word PASS. For example, the clue "Take up a collection" would

lead to the answer PASS THE HAT, while "Part of a highway cloverleaf" would be OVERPASS. If you should fail to get all the answers, you'll find them on page 62.

1. Foreign traveler's document \_\_\_\_\_
2. Words on a "Go To Jail" card \_\_\_\_\_
3. 1984 nominee for Best Picture \_\_\_\_\_
4. Faint \_\_\_\_\_
5. Shift responsibility, colloquially \_\_\_\_\_
6. Enter without permission \_\_\_\_\_
7. Outmoded \_\_\_\_\_
8. Now-extinct bird \_\_\_\_\_
9. Stalemate \_\_\_\_\_
10. Savings account record \_\_\_\_\_
11. Highway around a city \_\_\_\_\_
12. Come on to, sexually \_\_\_\_\_
13. Jewish holiday \_\_\_\_\_
14. Gail Sheehy's '70s bestseller \_\_\_\_\_

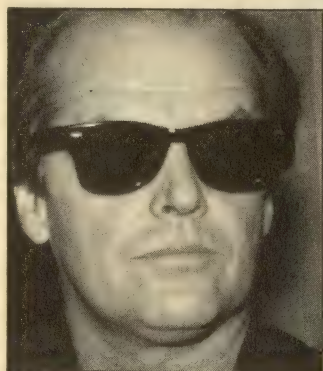


Our celebrity trivia sources are a secretive bunch; whatever information they dig up is sent to us in code. Fortunately, these codes are easily broken.

Below are four interesting, little-known facts about famous people, translated into simple code alphabets. Letter substi-

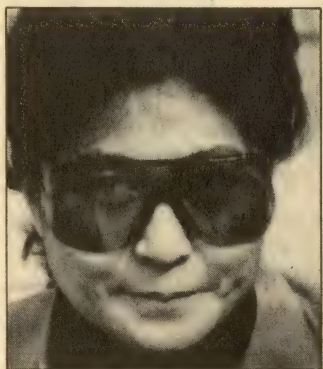
tutions remain constant throughout any one fact (for instance, if J represents P in one word, it will represent P in all the words in that cipher) but change from one fact to the next. The subject of each trivia fact has been identified for you.

ANSWERS, PAGE 65



## 1. JACK NICHOLSON ...

UTN ZFVNS AV IVOAL UXSP  
XS FSTOPSY AXTA XWN  
"VFYSO NWNASO" UTN WP  
OSTFWAL XWN GVAXSO...TPY  
AXTA XWN "DTOSPAN" USOS  
TZABTFFL XWN ROTPYDTOSPAN.



## 2. YOKO ONO ...

HNIP GB VA FTSNFZSCI, AIP  
LRNX, SAZ SMMIAZIZ FSNSW  
CSPNIATI TRCCIHI—MPR  
MWVAHF FWI WSF VA  
TRDDRA PVMW BSGC  
DTTSNMAIL'E PVYI, CVAZS.

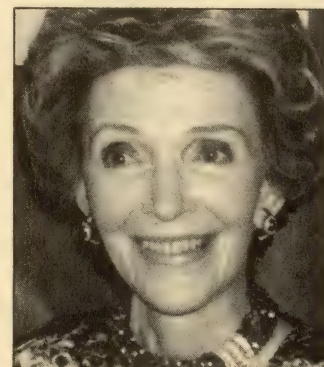
## 3. WILLARD SCOTT ...

ECB EXARH VCXF'V  
FBRECBWKRL, TBZRL CPV  
SRWBBW DJRHPLZ TXGX ECB  
SJXFL RLA JREBW  
XWPZPLREBA WXL RJA  
KSAXLRJA.



## 4. NANCY REAGAN ...

KYWH WKTLEUUHJ NVLQ  
QSFFB UKYEXJ VY RHYHUEX  
HXHWLUVW LQHELHU'T  
ZUKJSWLVKY KI E JUEDE  
HYLVXHXJ "E LSUPHB IKU  
LQH ZUHTVJHYL."





# JEWEL OF DENIAL ★★

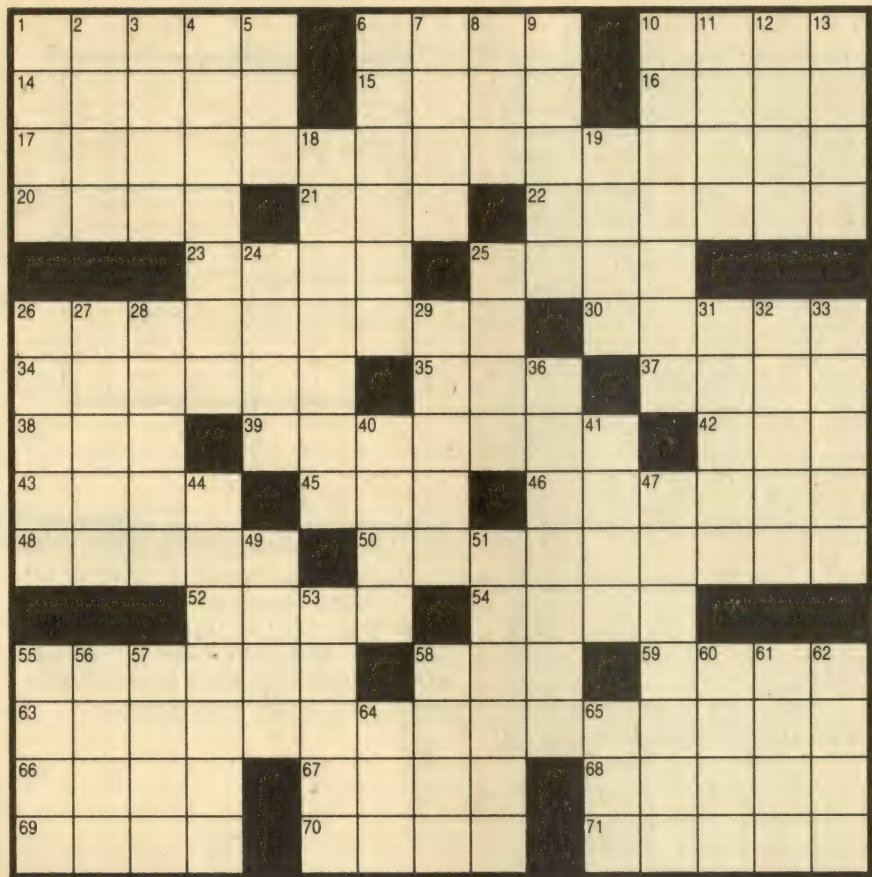
BY STANLEY NEWMAN

## ACROSS

- 1 Wedding cake figurine  
6 Movie flop  
10 Graduate degrees  
14 Russian cabbage?  
15 *Each Dawn* \_\_\_\_\_ (Cagney film): 2 wds.  
16 Hearts or diamonds  
17 *First half of a quote*: 4 wds.  
20 Judge  
21 "\_\_\_\_ bodkins!"  
22 Shell for contrary Mary  
23 Top-rated  
25 Ex-Iranian ruler  
26 *Speaker of quote*: 2 wds.  
30 Wedding gift of a sort  
34 Maine National Park  
35 Not working  
37 Loafer, e.g.  
38 Network, in *Variety* talk  
39 Gardener or bricklayer's tools  
42 "\_\_\_\_ pig's eye!": 2 wds.  
43 "Mission: Impossible" composer Schiffrin  
45 D+D+D+D+D  
46 Egg roll time?  
48 Charlie McCarthy's trunkmate Mortimer  
50 *Team most associated with*  
26-Across: 3 wds.
- 52 Surrealist Salvador  
54 Have \_\_\_\_\_ in one's bonnet: 2 wds.  
55 Actress \_\_\_\_\_ Sue Martin  
58 Pan Am competitor  
59 Red Rose  
63 *Second half of quote*: 3 wds.  
66 Person or thing often hard to take  
67 Meltdown site  
68 Funeral song  
69 MacDonald's movie partner  
70 Listen to  
71 Colorado ski resort

## DOWN

- 1 Crossword necessity  
2 Ill-mannered  
3 Off-Broadway award  
4 Kiddie card game: 2 wds.  
5 Word on some doors  
6 Audubon Society member  
7 Poems of praise  
8 Actress Farrow  
9 After-dinner faux pas  
10 Loonies  
11 Corn covering  
12 The face of time?  
13 Eye sore  
18 Stereo part: 2 wds.  
19 Truckful



ANSWER, PAGE 68

- 24 Black-bordered news item  
25 Place for valuables  
26 Sailboats ...  
27 ... and where they sail  
28 Rhett Butler's portrayer  
29 Misbehaving  
31 *Daily Planet* editor  
32 Singer Blakley  
33 Many a moon  
36 No-star hotel  
40 Atlanta arena  
41 Logical  
44 Logical  
47 Doubt  
49 Tyne of *Cagney and Lacey*  
51 Showed weariness  
53 Door fastener  
55 Cartoon skunk LePew  
56 Keen  
57 Pinochle combo  
58 Item from Akron  
60 Wyatt of the West  
61 Buster Brown's dog  
62 Heaven on earth  
64 Garden weeder  
65 "\_\_\_\_, Sweet as Apple Cider"

# ALTERED STATES ★★

BY LOU CORTINA

We've taken the names of a dozen states, removed the duplicated letters from each, and anagrammed the resulting sets of letters to get the words listed below. For example, DINA

would be the result of taking INDIANA, removing the duplicated I, N, and A, and rearranging the remaining letters. Can you discover which state led to each of the following words?

ANSWERS, PAGE 68

1. BANKERS \_\_\_\_\_  
2. GONER \_\_\_\_\_  
3. VANED \_\_\_\_\_  
4. RAVING \_\_\_\_\_  
5. SANK \_\_\_\_\_  
6. LAMB \_\_\_\_\_

7. LIONS \_\_\_\_\_  
8. RANKS \_\_\_\_\_  
9. ANTICHLOR \_\_\_\_\_  
10. NEST \_\_\_\_\_  
11. MUSTACHE \_\_\_\_\_  
12. IMPS \_\_\_\_\_



# WORD GEOMETRY ★☆

## Nine Classic Word Puzzles

Before the crossword puzzle was invented in 1913, puzzle solvers worked "forms," geometrical shapes made of interlocking words. The first form published in the English language (in 1859) was a word square, which literally squared the circle:

C I R C L E  
I C A R U S  
R A R E S T  
C R E A T E  
L U S T R E  
E S T E E M

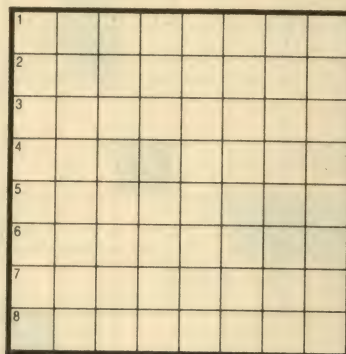
The same words go across and down, and in the same order.

The word square caught on, and soon puzzlemakers were building forms in other shapes as well: half-squares, diamonds, stars, pentagons, and more. Eventually, with the innovation of the black square to allow more than one word on a line, these elementary forms led to the modern crossword puzzle.

In their heyday, from the 1870s to the 1930s, form constructors pushed themselves to build larger and larger forms, often resorting to obscure words and place names to complete a difficult shape. But the forms presented here, seven of them culled from old puzzle journals and two of them newly made for GAMES, are remarkable for being large and yet sticking (mostly) to everyday language.

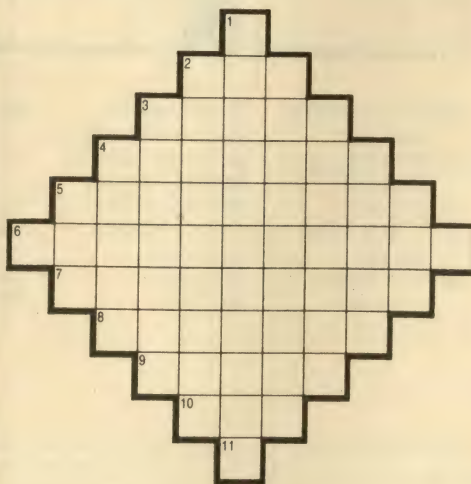
To solve a form, note that numbers are given only for the across words. The down words are the same as the acrosses, and proceed in the same order, from left to right, as the acrosses go from top to bottom. In the hexagon, the down words proceed diagonally backward; the diagram is shaded to show how they are filled in.

ANSWERS, PAGE 62



### 2. HALF-SQUARE

1. Superman's symbol 2. Symbol for iron 3. Long feathered scarf 4. Placid 5. Waits in hiding 6. Musician of ancient Greece 7. Museum's head 8. Between tenor and bass 9. Burl Ives's repertoire (2 wds.) 10. Betsy Ross, for one

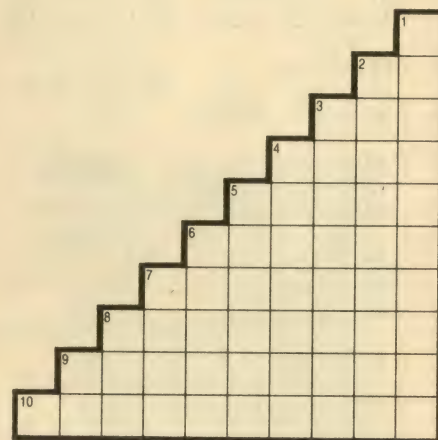


### 4. HEXAGON

1. Civilian dress 2. Elevated region 3. Exhibitionist, or a traffic light 4. Adorned with dangling ornaments 5. Received as a legacy 6. Fragile 7. Captured again 8. Discover, as Sherlock Holmes 9. Parking lot mishaps

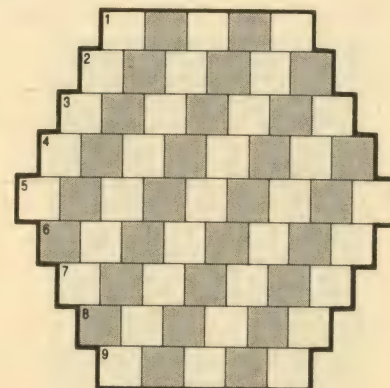
### 1. SQUARE

1. Clear-cut, as a victory 2. Conceitedness 3. Figures out on a MacIntosh 4. Powerless 5. Sweet, white table wine 6. Confined, as during a war 7. Citizens of Austria's capital 8. Town of Erie County, New York, an eponym of a Biblical garden (2 wds.)

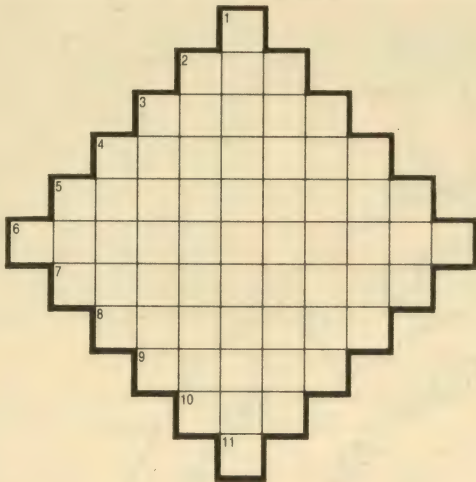


### 3. DIAMOND

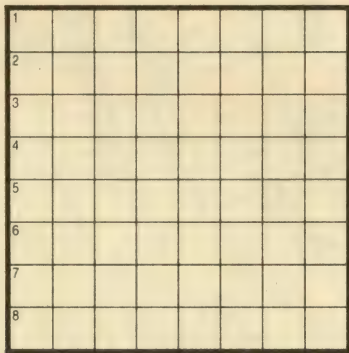
1. Roman five 2. \_\_\_-de-lance 3. Flogged 4. Homes for kings 5. Designed, as clothes 6. Fresh air circulating system 7. Ready a rifle again 8. Tooth material 9. River of Paris 10. Spaniel or chihuahua 11. Symbol for nitrogen



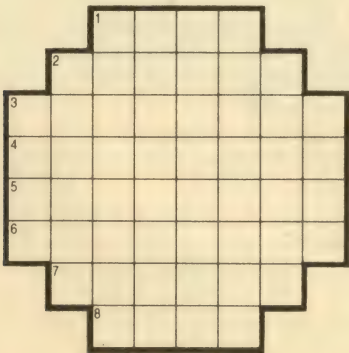


**6. HEPTAGON**

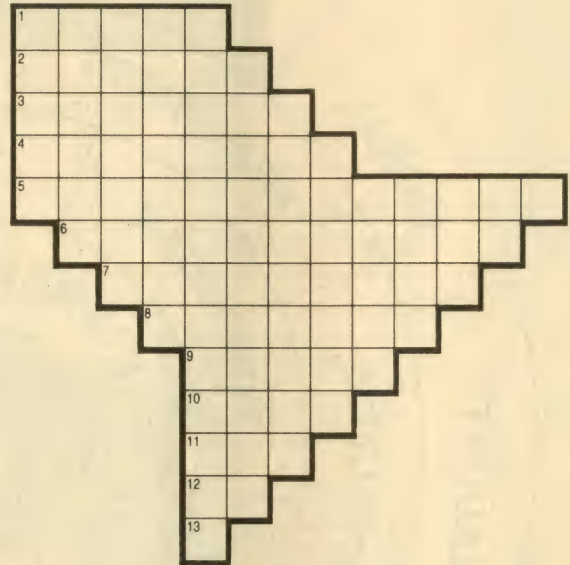
1. Soft minerals, used to make bath powder 2. Idolized 3. Brought down 4. Fissures 5. Pertaining to a family of caddis-flies (*Sericostomidae*) 6. Things that decay 7. Dangerous outlaw 8. Closet's use 9. Oklahoma Indian 10. Ancient Iranian 11. Spanish gold 12. Exists 13. Grade just above failing

**8. HEXDECAGON**

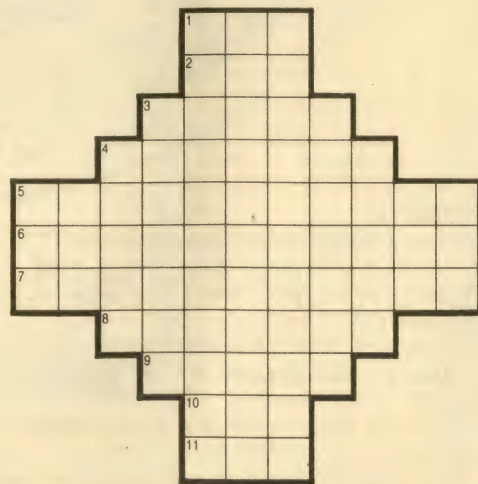
1. Cleopatra's suicide weapon 2. Needlefish 3. Prickly bush 4. Jean Harlow and Marilyn Monroe, e.g. 5. Study of grasses, derived from the Greek *agrostis* 6. French island near Madagascar, named for Jesus' mother 7. Most frequent 8. Reaches shore again 9. Small marshland birds 10. Martini ingredient 11. Thus far

**5. DIAMOND**

1. 4-\_\_\_ Club 2. On the \_\_\_ (in flight) 3. Challenges 4. Strips the clothing from 5. Underground bombs (2 wds.) 6. In a reckless manner 7. Having curative powers, as cough drops 8. Ernest Hollings or John Glenn, e.g. 9. More parched 10. Make foam 11. James Bond's supervisor

**7. SQUARE**

1. Stable hands of old 2. Small, parentless child 3. Make a mess, as a tomato falling on the floor 4. Then (2 wds.) 5. Frameworks of crossed slats 6. Those who lure 7. Come into view again 8. Emphasized

**9. OCTAGON**

1. The "m" of " $E=mc^2$ " 2. Shredded (2 wds.) 3. Stuck bricks together 4. Craftsmanship 5. Marine reptile (2 wds.) 6. Extra charges 7. Made coffee 8. Hair colors



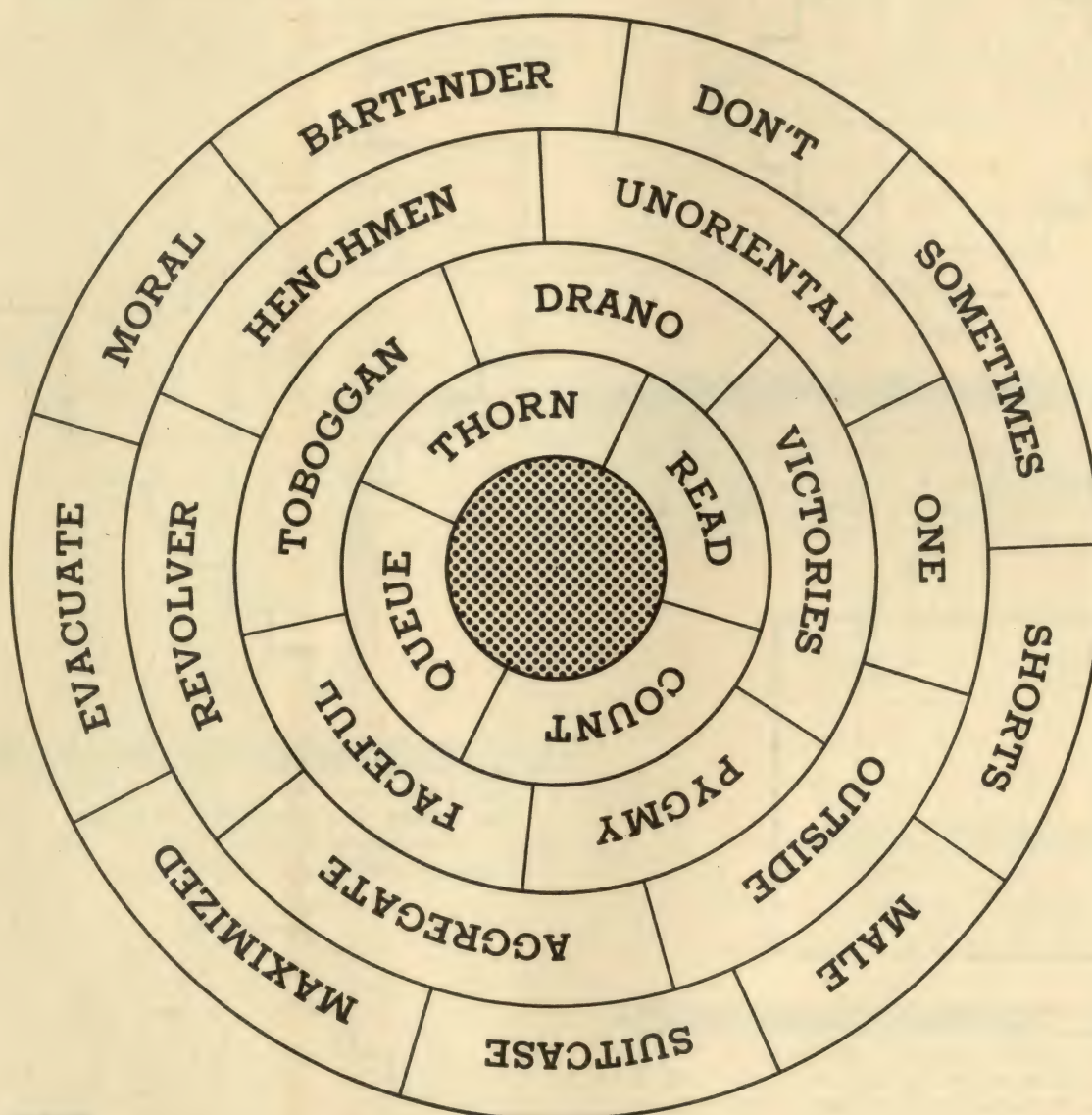
# BULL'S-EYE 20 QUESTIONS ★★

BY WILL SHORTZ

Here's a test of your word "marksmanship." The answer to each of the 20 questions in the puzzle is one of the 24 words in the bull's-eye target. Each answer scores a "hit," which you may cross off in the target since no answer word is used

more than once. When all the clues have been answered, the four unused words can be rearranged to form a quotation by chess grandmaster Savielly Tartakower.

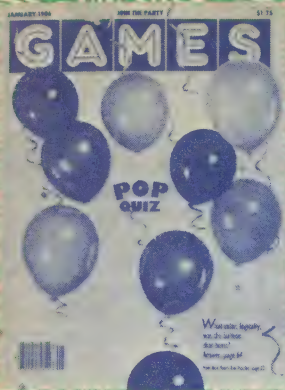
ANSWERS, PAGE 62



## WHICH WORD ...

1. Contains only the letters in the word TARGET?
2. Spells the name of a brand of beer in reverse?
3. Would spell a synonym of itself if you dropped its first and fifth letters?
4. Sounds like two consecutive arithmetical operations?
5. Would have the same pattern as ADELAIDE in a cryptogram?
6. Would spell the name of a movie if you dropped its middle letter?
7. Has, when written in script, strokes below the line in all but one of its letters?
8. Is an anagram of a compass direction?
9. Would sound like a word meaning "trustworthy" if spoken with a lisp?
10. Contains all five vowels in reverse order?
11. Would be pronounced the same if you dropped its last four letters?
12. Is a verb whose present and past tense form are spelled the same?
13. Would become a word meaning "trade" if you removed its end?
14. Consists of two consecutive words meaning "a legal matter"?
15. Would become an antonym of itself if the letters FE were placed in front of it?
16. Contains Roman numerals totaling 2,512?
17. Means, to a punster, "The purpose of attending a Boston flea market"?
18. Can be prefixed by any of 10 different letters to form a common new word?
19. Would spell itself backward if you reversed its middle two letters?
20. Begins with a letter that appears in each of the other remaining four words?





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Stan Fellerman

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reviewed or fea-

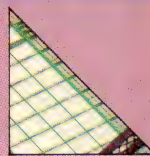
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as entertain, and gave preference to : gy games, wargames, role-playing  
games with high-quality components, : games, etc.—you're sure to find a few  
well-written instructions, and originality. : on the following list that will make your  
The games on this list are arranged in : day—and many days to come. —B.H.

TAKE  
A CHIP  
FROM THE  
POOL

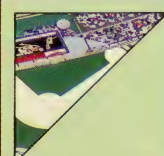


GO  
BACK  
4 SPACES



TAKE  
A CHIP  
FROM ANY  
PLAYER

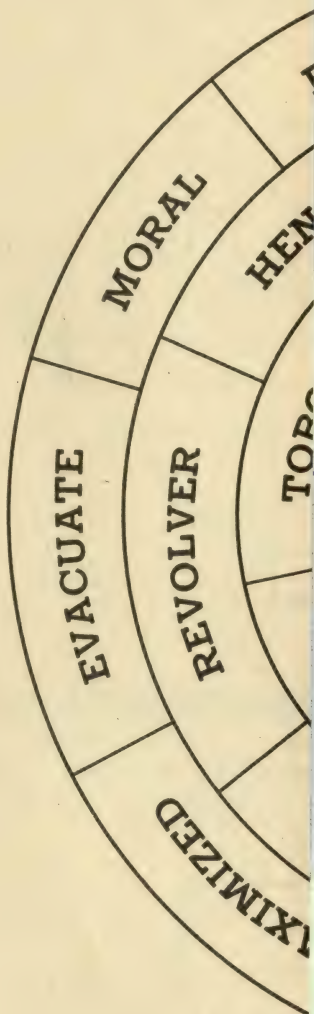
IN THE POOL  
ALL YOUR  
CHIPS  
PLACE





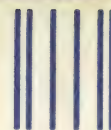
## BULL'S-EYE 20 QUESTIONS

Here's a test of your word "marksmanship" in each of the 20 questions in the puzzle in the bull's-eye target. Each answer you may cross off in the target since no



### WHICH WORD ...

1. Contains only the letters in the word "marksmanship".
2. Spells the name of a brand of beer.
3. Would spell a synonym of itself if the first and fifth letters were swapped.
4. Sounds like two consecutive arithmetic operations.
5. Would have the same pattern as a cryptogram.
6. Would spell the name of a movie if you dropped its middle letter.
7. Has, when written in script, strokes below the line in all but one of its letters.
8. Is an anagram of a compass direction.
9. Would sound like a word meaning "trustworthy" if spoken with a lisp.
10. Contains all five vowels in reverse order.
11. Would be pronounced the same if you dropped its last four letters.



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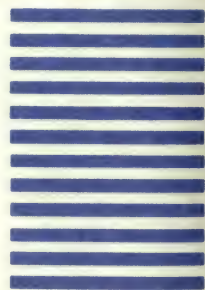
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# GAMES

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12. Would become an anagram of itself if the first and last letters were placed in front of it?
13. Contains Roman numerals totaling 2,512?
14. Means, to a punster, "The purpose of attending a Boston flea market"?
15. Can be prefixed by any of 10 different letters to form a common new word?
16. Would spell itself backward if you reversed its middle two letters?
17. Begins with a letter that appears in each of the other remaining four words?



START  
&  
FINISH

1

PLACE  
ALL YOUR  
① CHIPS  
IN THE POOL

3

TAKE  
A CHIP  
FROM THE  
POOL

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Editors of GAMES

Including the  
GAMES Hall of Fame

# THE 1986 GAMES 100

Edited by  
Burt Hochberg

Photographs by  
Stan Fellerman

Keeping The Games 100 down to a mere 100 games becomes harder each year. The inventiveness of game designers is inexhaustible, as demonstrated by the proportion of new games that we liked well enough to include in this, our seventh annual Games 100. As was the case last year, about half the games in The Games 100 are appearing on our list for the first time.

The trends noted in 1985 seem to be continuing: Mystery party games are being published even faster than trivia games were only a short time ago, and other kinds of mystery games are also showing great strength—and quality. Although trivia games are still popular, sales figures in this category are falling far short of what they were only two years ago.

Remember Rubik's Cube? Professor Ernő Rubik has not been sitting home counting his money, but has been busy at work creating another fiendish puzzle, this one based on an ingenious hinging mechanism. Rubik's Magic puzzle (see GAMES, October 1986, page 8) may not become a craze of Cubic proportions, but then again, who knows? Stay tuned.

In selecting games for this list, we looked for games that challenge as well as entertain, and gave preference to games with high-quality components, well-written instructions, and originality.

The games on this list are arranged in

categories, which in some cases may overlap. (A special feature on the best in children's games will appear next month; video games and computer software will be surveyed in a forthcoming issue.) The number that appears with each game is for reference to photos and is not a ranking of any kind. A date appearing at the end of a review indicates the issue of GAMES in which the game was previously reviewed or featured in an article.

Generally, in addition to the name of the manufacturer and an approximate retail price (prices may vary, depending on where you live and your proximity to discount stores), three codes appear with each game: **P** Number of players (our preferred number, if any, is given in parentheses); **C** Complexity of rules (this does *not* refer to complexity of play, an entirely different matter) on a scale of 1 (easiest to learn) to 5 (hardest to learn); **T** Typical playing time in hours (h) or minutes (m).

For a list of the addresses of the manufacturers represented in The Games 100, send your name and address to: Games 100 List, 1350 Avenue of the Americas, New York, NY 10019.

Whatever kinds of games you like to play—word games, card games, strategy games, wargames, role-playing games, etc.—you're sure to find a few on the following list that will make your day—and many days to come. —B.H.

GO  
BACK  
6 SPACES

GO  
BACK  
4 SPACES

GIVE  
A CHIP  
TO ANY  
PLAYER

PLACE  
ALL YOUR  
③ CHIPS  
IN THE POOL

TAKE  
A CHIP  
FROM ANY  
PLAYER



## Mystery and Deduction

### SHERLOCK HOLMES CONSULTING DETECTIVE

(Sleuth Publications, \$25; Mansion Murders and Queen's Park Affair supplements \$15 each)  
P 1 or more/C 3/T 2h or more

1 Will you interrogate the victim's wife? His business partner? Inspect the scene of the crime? Talk to the coroner? You can look for clues at some 250 London locations, read newspapers, and refer to a map and a phone directory. The 10 cases supplied are detailed and atmospheric, giving you the uncanny feeling of actually living in a Holmes story. Supplements provide additional cases.



### SCOTLAND YARD

(Milton Bradley, around \$13)  
P 3-6/C 3/T 45m

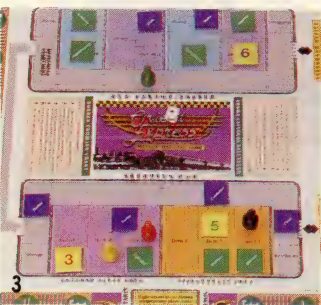
2 One player is Mr. X, who leads detectives (the other players) on a suspenseful chase through the streets of London in this game of deduction and bluff. Mr. X moves secretly, revealing his method of travel but not his direction. Detectives work together to hem him in (the more there are, the easier it is), but their supply of bus, taxi, and underground tickets is limited. Trapping Mr. X requires logic and teamwork; eluding the detectives takes sneakiness and an occasional risky move by Mr. X.



### ORIENT EXPRESS MYSTERY DETECTIVE GAME

(Just Games, \$20; supplements 1 and 2, \$6 each) P 1-6/C 3/T 45-90m

3 Structured like logic puzzles, 10 murders committed on the famous luxury train must be solved by deductive reasoning. Each player is a detective, who moves around the board according to die rolls, gaining clues to the killer(s) and the motive by questioning suspects and crew and searching areas of the train. In competitive play, detectives can use secrecy tokens to make it hard for others to question certain characters. Two 10-case supplements are available. This game was invented by GAMES Editor R. Wayne Schmittberger.



### CLUE VCR MYSTERY GAME

(Parker Brothers; VHS or Beta, around \$40) P 2-5/C 3/T 1h

4 Three five-act video playlets become the basis for 18 different lively mysteries. Players examine the densely layered scenes and compare what they've seen with secret evidence they've collected in the form of Clue Cards. Later, Investigation Cards let players review a scene or may force them to reveal one of their clues as they race to solve the murders and guess each other's identity. The game is amiably hosted and explained on tape by the butler, Didit. (Oct. 85) (Not pictured.)

### GUMSHOE

(Sleuth Publications, \$35)  
P 1-6/C 4/T 3h or more

5 Playing this elaborate mystery game is the closest you can get to what it must have been like for



detectives to solve murder cases in 1934—minus the legwork. In recreating the San Francisco of half a century ago, where the game's six major crimes (and many minor ones) occurred, the game's creators have included local phone directories, street maps, a voluminous clue book full of wonderful period photos, plus mug shots, fingerprint files, newspaper clippings, and a wealth of other evidence. Clearly a labor of love, Gumshoe is unique among mystery games.

### CRIME SOLVERS

(Maruca Industries, \$19.99)  
P 1 or more/C 1/T 45m per case

6 The box includes 11 mystery cases, each in its own envelope containing 24 clue cards and the sealed solution (you must write to the company for the solution to the 11th case). You are required to answer two or three questions per case (for instance, name the killer and the motive). Though rules are given for several play methods, we find it best for a few friends to sit around, read and reread any or all the clues as necessary, and talk out the case until it's solved. Some clues are red herrings, others irrelevant, but each mystery has all the necessary information and a fair solution. (Not pictured.)

### WHO KILLED LOWELL WEENAMAN?

(Just Games, \$17) P 6/C 2/T 2h

7 In the latest of the fine Jamie Swise series of murder mystery parties, six invited players (three men and three women) each take the role of a suspect. Personal histories, and then the first clues, are read aloud. During the questioning between clue-readings, everyone but the killer must tell the truth, although a certain amount of embellishment is encouraged. After the playing of a tape recording (supplied) and the reading of the final clues, each player accuses the person he thinks killed Uncle Weenie. Invitations for six are provided. (Not pictured.)

## Life of the Party

### PICTIONARY

(Western Publishing/Cornacchia Press, \$30) P 2 or more/C 2/T 45m

8 Team members advance by identifying words that a teammate is frantically—but silently—attempting to illustrate on a pad within a one-minute time limit. The frequent All Play rounds, in which all teams try to identify the same word, are especially exciting. Artistic talent is not a requirement; ingeniously simple drawings almost always win. The 2,500 color-coded words provide real tests of imagination. (March 86)



### INCOGNITO

(Invisions, \$25)  
P 2 or more teams/C 2/T 1-2h

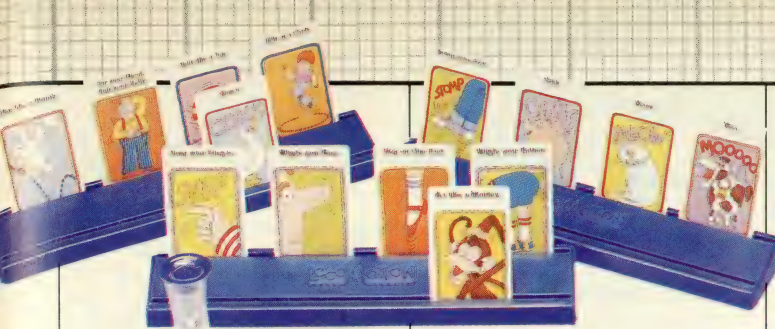
9 Basically charades (in eight categories), this game adds two interesting twists. First, successfully guessing a charade earns a chance to earn bonus points by answering questions about the charade's subject. Second, players may place the charade cards, which contain performing hints, into a special viewer. The hints are a boon for inexperienced charaders—but using them earns fewer points if the charade is guessed. A timer and 500 charades are provided.

### LOCOMOTION

(Schaper, around \$9)  
P 2-6/C 1/T 15m or more

10 The perfect game to break down inhibitions. Players take turns drawing a card, doing what it says—for instance, "act like a monkey" or "wiggle your





10

nose"—and then placing the card in a rack so it can be seen only by the other players. In succeeding rounds, each player must "do" all his cards in the order they were drawn within two minutes—without peeking. For an extra challenge, have the players do their cards in reverse order on alternate rounds.



## THE CHARADE GAME

(Pressman, \$19.95)  
P 2 or more teams/C 2/T 1-2h

**11** Earn points by guessing names or titles acted out by teammates. Each turn, a team rolls a die and advances its token; the type of space landed on determines the category (there are four) of the name or title—or offers a bonus or penalty. "Wild cards" require teams to forfeit points, advance on the board, act the charade facing away from one's teammates, and so on. Some spaces award a charade to the team that claims it can do it in the shortest time. A timer and 2,000 well-chosen charades are provided.



## MARRAKESH

(Xanadu Leisure, Deluxe \$49.50, Compact \$9.95) P 2/C 3/T 45m

**12** The bearing-off phase of backgammon is the basis of this fascinating game of skill, luck, and psychology. Each player plays one of the six cards in his

hand, and suits are compared. The higher suit wins the trick, entitling the winner to advance or bear off his pieces according to the numbers on the cards. The number of pieces borne off each turn determines the score for the round, with large bonuses for bearing them off in certain combinations. The Deluxe edition includes a padded carrying case with felt-covered board; the compact edition is boxed with a cardboard playfield. (M/J 80)



## RACK-O

(Milton Bradley, around \$7)  
P 2-4/C 2/T 15m per hand

**13** Each player is dealt 10 cards that must be placed in his rack in the order dealt. The object is to arrange cards on the rack in numerical order, replacing the dealt cards with new ones drawn from the deck or the discard pile. For two players, we recommend that each use two racks simultaneously, arranging cards in either of them on a turn. If you hurry, you may still be able to find a copy of the more challenging Super Rack-O, which, unfortunately, has been discontinued.

## MHING

(Selchow & Righter, \$10, Deluxe edition \$17.95)  
P 2-6 (4)/C 3/T 15m per hand

**14** Collect sets of bamboos, winds, or dragons. Lay down your hand now, or take a chance and wait for higher-scoring combinations. Mhing is a simpler ver-

13



sion of Shanghai-style mah-jongg, played with cards instead of tiles. You can use the deck to play regular mah-jongg too. The exotic, brightly colored cards are attractive and of very good quality. (Oct. 82)



## SCREW THE I.R.S.

(Century Game Co., \$18)  
P 2-6/C 2/T 1h

**15** Each player exposes a "salary" card in any amount from \$25,000 to \$200,000, then tries to match that amount by playing "deduction" cards of varying denominations. A high salary is hard to match but can earn a high score. If an opponent suspects you're claiming too many deductions, he can hit you with an "audit" card, and any deductions you can't cover with "substantiation" cards are forfeited. In this clever game, he who bluffs best laughs last. (April 86)

## HANAFUDA

(Japan Publications, "Napoleon" set shown \$30, "Flower" set \$12, book \$12.50) P 2-6 (3)/C 2/T 1h

**16** The 48 tiny, exquisite cards of the ancient hanafuda deck depict scenes in which the types of flowers indicate a card's suit, and the presence of animals or pennants indicates rank. The deck can be used for many delightful casino-like matching games that have been popular in Japan for centuries. Rules are not provided with the cards, but the beautiful book, *Hanafuda, the Flower Card Game*, includes explanations and illustrations (in full color) of each card, and rules for all the popular games. The high-



er-priced "Napoleon" set is the most durable. Both sets include two decks of 48 cards each.

## DOOLITTLE & WAITE

(Inward Games, \$7.95)  
P 2-8 (4-6)/C 3/T 60-90m

**17** Should you go to trial or settle out of court? In this simple, engaging simulation of lawsuit negotiation and bluff, each player in turn is the defendant, the others the plaintiffs. A "case" card shows a merit number and a negotiable dollar amount, and each player holds hidden cards that increase or reduce the merit number. If negotiation fails, the case goes to trial, which is decided by comparing the adjusted merit number with three dice.



17



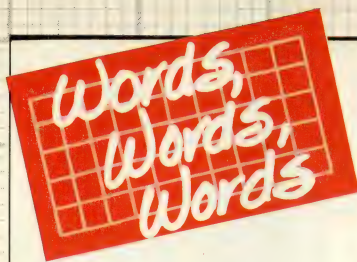
18

## VENTURE

(Avalon Hill, around \$7)  
P 2-4/C 2/T 20m per hand

**18** Players acquire companies and arrange them into profitable conglomerates in this clever card game by GAMES Contributing Editor Sid Sackson. Each card represents a company from one of six industries, and is marked with one or more letters from A to F (the more letters, the more expensive the company). Conglomerates bring profits depending on their size and how many letters the companies have in common. Proxy fights and reorganizations add to the strategy. (Oct. 84)

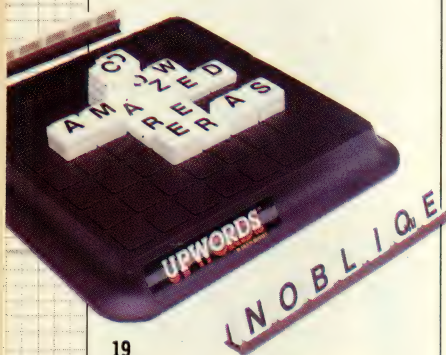




## UPWORDS

(Milton Bradley, \$10)  
P 2-4 (2)/C 2/T 45m

**19** Players place letter tiles crossword fashion on the board to make words, scoring for each tile used. But new words can also be made by placing tiles on top of existing tiles, and all tiles in the new word, including the buried ones, are scored. Tiles may reach a maximum height of five levels, so a clever placement can earn a big score. (Sept. 83)



## WHEEL OF FORTUNE

(Pressman, 2nd edition \$12.99; Deluxe edition shown \$19.99)  
P 2-4/C 2/T 1h

**20** Although Pat Sajak and Vanna White don't jump out of the box and you can't win that ceramic Dalmatian doorstop, this is a completely successful "translation" of the most popular TV game show in history. A card is placed in a holder, and panels are moved to reveal correctly guessed letters. The second edition includes 96 new puzzles and a cardboard spinner to represent the TV show's large wheel. The Deluxe edition comes with 160 puzzles, a 3-D recreation of the wheel, and bonus markers.



21

## BIG BOGGLE

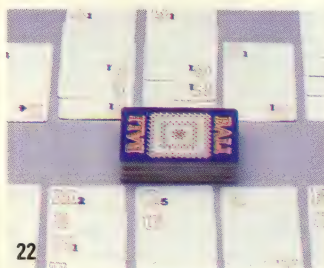
(Parker Brothers, around \$12)  
P 2 or more/C 2/T 5m or more

**21** Any number can play, everyone plays at once, and the rules take only a minute to explain. The 25 letter cubes are shaken in their container, and everyone has five minutes to make as many words as they can by spelling them out from letter to adjacent letter, scoring for words nobody else finds. Even with only two players, or solitaire, this is an addictive challenge. (M/A 80)

## BALI

(Avalon Hill, \$6)  
P 1-4/C 2/T 30-60m

**22** From a deck of 54 cards (solitaire version) or two decks of 54 (competitive play), each card containing a letter and usually a number, seven cards are placed face up in front of each player. Cards are combined into letter sequences and the sequences into words, which are scored by length and the numbers on the cards. Gaps are filled in from the deck. As a solitaire game, the object is to use all the cards in completed words. In competitive play, incomplete words can be stolen by another player, so attempting to make a high-scoring word must be balanced against the risk of being ripped off.



## TAKE A LETTER **NEW**

(Rainbow Games, \$14.95)  
P 2-4/C 2/T 45m

**23** Your cards say, perhaps, "Play a W," "Make a six-letter word," and "Make a word ending in -LY." Move around the board to collect the letters you want, then play a word that fits any or all of your cards to score points. How you play your word on the board may bring a bonus or let you swipe an opponent's

23

letter. The blend of word-making and sabotage makes an intriguing and attractive game. If it seems too brief, increase the score needed to win.

## ZIG-ZAG

(Xanadu Leisure, \$7.95)  
P 2/C 2/T 30m

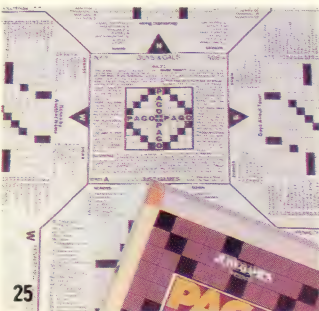
**24** The object of this game of deduction is to guess your opponent's secret word before he guesses yours. In turn, players announce test-words of different lengths, trying to match different parts of the opponent's word. When a letter in your test-word matches a letter in the secret word, you're told either that there's a match or that there's a match in the right position—but you're *not* told the letter or its position. Those things are for you to deduce by using cleverer test-words than your opponent uses.



## PAGO PAGO **NEW**

(Just Games, \$13)  
P 2-4 (4)/C 2/T 20m

**25** Do as much of your crossword as you can in three minutes, then rotate the board and continue on a different puzzle that your opponent has started using a different-color pencil. Score for each correct letter, add bonuses for correcting opponents' errors, and subtract penalties for your own mistakes. The game comes with 24 topnotch crosswords, enough for six games. (July 86)



25



## BATTLE HYMN **NEW**

(Victory Games, \$30)  
P 1/C 5/T 3-4h

**26** Using the award-winning solitaire system introduced in Ambush!, Battle Hymn lets you relive squad-level combat in the Pacific theater of World War II. The player moves an eight-man squad of American Marines on one of three map sheets, checking a mission card view-screen for signs of the enemy. Watch out for boobytraps and sudden attacks by Japanese snipers. The enemy's tenacity will surprise veterans of Ambush!.



## RENAISSANCE

(Constantine Xanthos, 120 MacDougal St., New York, NY 10012; a play-by-mail game: monthly fee \$3 per "family," 15¢ per action, setup fee \$4 for an existing family, or \$12 for a new family)  
P 1/C 5/T many months

**27** Play-by-mail games attract a small but devoted following; none is more colorful than Renaissance. This game offers a highly detailed world in which each player directs a Renaissance family of up to five people, each rated initially for popularity, piety, troop morale, and up to five skills. Opportunities for travel, commerce, pilgrimages, and warfare abound. The object is to increase one's family's power and prestige. Many chatty player publications keep everyone up-to-date on what's happening in Europe circa 1496. (Not pictured.)



## STAR TREK III <sup>NEW</sup>

(West End Games, \$17)  
P 1/C 4/T 1-2h

**28** This hat-trick of a game is really three excellent solitaire games, all capturing the quirky flavor of the *Star Trek* TV and film series. In *Free Enterprise*, the player attempts to trade thrint-whistles and other odd items to impress the trade-mad race on planet Glista. In *The Sherwood Syndrome*, Kirk and crew play Robin Hood and his merry band to depose a dictator. And *The Kobayashi Maru*, the famous no-win scenario from the film *Star Trek II*, is only "slightly possible" to win here. All three games are extremely entertaining.



## PAR EXCELLENCE <sup>NEW</sup>

(Fidelity International, under \$200)  
P 1/C 3/T 10m-4h or more

**29** This sweetheart of a chess computer offers an irresistible combination of playing strength, features, and price. Officially rated 2100 by the U.S. Chess Federation after a 40-game test under tournament conditions, this machine (programmed by Dan and Kathe Spracklen) plays better than 94% of all rated players at its strongest level. It can be set at 12 different levels, has all the most desired features—such as touch-sensor board, move take-back, hints, problem-solving mode, and selectable openings—and it plays on four C batteries or an optional AC adaptor (batteries or adaptor not supplied). The only problem with it is getting it to resign.



## AUTOBRIDGE

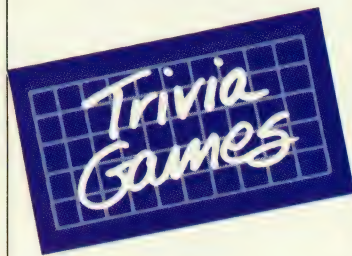
(Grimaud/Just Games, \$25)  
P 1/C 3/T 10m per hand

**30** The best way to practice playing bridge hands on your own, AutoBridge uses a simple device to take you through 32 deals,



30

one card at a time. Sliding windows reveal and cover cards as needed. Deals are chosen to illustrate the most important playing principles, and are explained in a booklet. Supplements with hundreds of additional deals, which get more and more advanced, are also available.



## TRIVIAL PURSUIT

(Selchow & Righter; Master Editions including board and pieces: Genus I, Genus II, Walt Disney, Young Players, around \$25 each; card sets without board or pieces: Welcome to America, Walt Disney, Genus II, Silver Screen, All-Star Sports, Baby Boomer, RPM Music, Young Players, around \$20 each) P 2-6/C 2/T 2h

**31** Only five years after its introduction in 1981, some 27 million TP units have been sold, generating a decidedly untrivial \$831 million in retail sales. The game's winning formula is to offer well-written, entertaining questions in a continuing flow of new categories for players of all ages and interests. (Sept. 82)



31

## PLAY IT AGAIN <sup>NEW</sup> JUKEBOX

(M.T. Bonk Co., \$29.95 postpaid)  
P 2-24/C 2/T 3h

**32** It plays like Trivial Pursuit, but instead of answering questions, players advance by completing parts of song lyrics. Even though you might not know the words of a particular song, the partial lyrics given can often suggest likely answers based on rhyme or sense—giving musically unhip players a reasonable chance. Note that up to 24 can participate—the more the better. (Feb. 86)



## NEWSWEEK PRESENTS THE ULTIMATE TRIVIA GAME

(QuizViz, \$24) P 2-6/C 3/T 1-2h

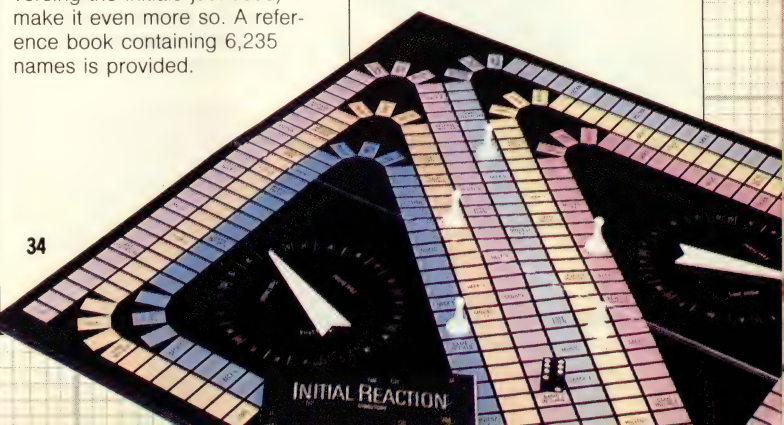
**33** What makes this trivia board game special are its 5,400 unusually interesting questions and its optional "freebie" rules (which we recommend using). Freebies allow a player to move more than one space at a time and to try more than one answer to a question. The "sloughing off" option, allowing a player who misses a question to force his opponent to answer it (or lose freebies if he can't), turns the game into a dog-eat-dog competition.

## INITIAL REACTION <sup>NEW</sup>

(Playline, \$16.95) P 2-6/C 2/T 30m

**34** Flick the two spinners (one for the first initial, the other for the last), and quickly name somebody famous with those initials. If you can't do it, the player on your left gets to try; then the next player. The first to succeed advances his token on the board. The game is fast and surprisingly challenging, and the bonus spaces (requiring names of persons in specific categories or reversing the initials just used) make it even more so. A reference book containing 6,235 names is provided.

34



35

## OUT OF CONTEXT <sup>NEW</sup>

(Western Publishing, under \$40)  
P 3-6/C 2/T 1h

**35** The dealer (a different player each round) picks a card with the name of a famous person and a quote by that person, and reads aloud only the name. The other players each secretly choose a bluff quote from their own cards. The dealer shuffles them along with the real one and reads them all aloud. The players then vote. Points are earned for correct guesses and by players whose bluff quotes are voted for. The quotes are funny and sometimes nastily apropos.



36

## INQUIZITIVE

(Alpha Games, \$19.95)  
P 2-12/C 3/T 1h

**36** Answering questions correctly lets you advance along the board's three tracks, the spaces of which offer options, award bonuses, or force challenge rounds (in which an opponent picks the question category). The many options lend the game great flexibility and interest; for instance, you can use one or two clues, or none (the choice affects how far you can move). Four books containing a total of 768 questions are included.



# Sports Strategy

## NFL STRATEGY

(Tudor, under \$40)  
P 2/C 3/T 90m

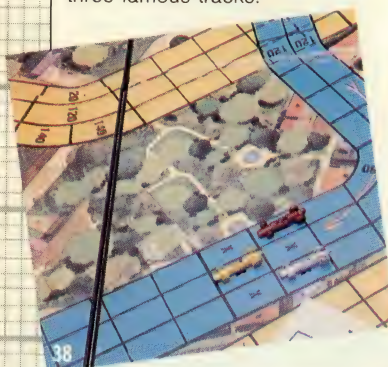
**37** The offense picks one of 40 plays depicted on cards. The defense superimposes one of 12 defenses shown on cards with transparent windows, revealing several possible outcomes. The two cards are slid into a viewer, and a randomizing device is flicked to decide the result of the play. This easy-to-use, realistic simulation includes a very useful booklet explaining football strategy.



## SPEED CIRCUIT

(Avalon Hill, \$14)  
P 2-6/C 3/T 45m

**38** Too fast and you'll spin out at the curve. Too slow and you'll be left behind. Choose your own speed each turn, making use of your car's individual specifications. The tricky part is predicting what other drivers will do while you look for openings in the pack. Luck plays almost no role in this test of racing skills on three famous tracks.



## PURSUE THE PENNANT

(Pursue the Pennant Co., 1986 All-Star edition \$19.95; additional player cards \$13.95 per league, both leagues \$21.95)  
P 1-4 (2)/C 3/T 90m

**39** Hundreds of cards, representing every player on all 1986 ma-

jor-league clubs plus the All-Star teams, include records of every imaginable kind. (Only the 48 All-Star player cards are provided; league sets, available separately, are strongly recommended.) The number of possible plays—resulting from a comparison of pitcher and hitter cards, a roll of three dice, and reference to numerous detailed charts—is incalculable. The '86 edition comes with erectable replicas of 26 stadiums. The 1985 Collector's Edition (with 700 player cards) is still available for \$35.95.



## AERO, AVIAR, APPLE

(Innova Champion Discs; Aero \$10, Aviar \$12, Apple \$8)  
P 2 or more/C 1

**40** Designed by a world Frisbee champion, the Aero is the disc most pros use for distance and for playing disc golf. Its heaviness may make both throwing and catching difficult at first, but longer and more stable flights are more possible than with other discs. The lighter and softer Aviar, which also flies far, is better for casual throw-and-catch play. The brand-new Apple disc, developed primarily for the game of Ultimate (a blend of soccer, football, and basketball, using a disc instead of a ball), is an excellent all-purpose flier. It fits the hand well, its colors are eye-catching, and, given enough spin, it whistles.

**40**



## BOOMERANG NEW

(Workman Publishing, book with Darnell boomerang \$9.95) P 1/C 1

**41** This most interesting and informative softcover book, by boomerang authorities Benjamin Ruhe and Eric Darnell, comes with a polypropylene 'rang designed by Darnell. A little practice (in a large field, with caution) will make you an expert with this 'rang, especially since throwing instructions are printed right on it. (May 86)

## AEROBIE

(Superflight, \$9; The Aerobie Book, Klutz Press, \$6.75; both combined \$12.95) P 2 or more/C 1

**42** At a new world record of 1,257 feet, the Aerobie outdistances any thrown object. Any klutz can master arrow-straight throws with this rubber ring, while average tossers can double their disc distances. The accompanying booklet gives the basics, but the 50-page *Aerobie Book* offers additional historical, technical, and game information plus 10 challenges that could put your name in future editions.

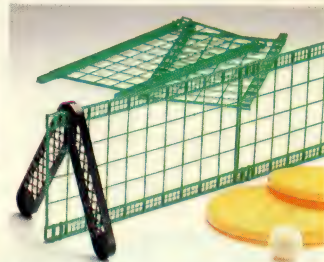


## NERF PING-PONG

(Parker Brothers, under \$13)  
P 2/C 1

**43** With this soft, lightweight equipment you can play a reasonable facsimile of Ping-Pong on any table—even a round one—without scratching the table. You may find it harder to English the ball, but you can smash it to your heart's content. If you

want to experiment, try angling the net or moving it farther from the better player to equalize the chances. (Jan. 83)

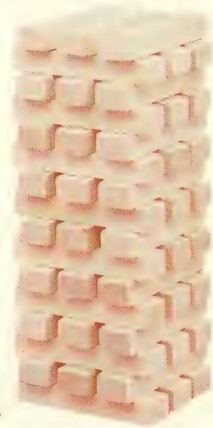


**43**

## STAK ATTACK NEW

(R Third Co., \$11.99)  
P 2 or more/C 1/T 10m or more

**44** Beginning with a structure consisting of 16 crisscrossing levels of three blocks each, players alternate in removing one block at a time and placing it on top to build new levels. Toppling the structure loses. The theoretical limit is 44 complete levels; the current known record of 32 levels is held by the game's maker. (Oct. 86)



**44**

## FORE-PAR TABLE GOLF

(World Wide Games, Colchester, CT 06415; \$124.95 postpaid)  
P 2-4/C 1/T 30m

**45** It's hard to imagine that you can play 18 holes in half an hour without leaving home or getting rained on—but this ingenious table version of golf lets you do just that. Instead of balls and clubs, you use pucks and billiard-style cues, and instead of sand traps and water hazards there are wooden bumpers. Contrary to current golf rules, a puck may be "stymied" by an opposing puck—an important part of this game's strategy. (N/D 78)



**45**





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# This Means War

## QUEBEC 1759

(Columbia Games, \$25)  
P 2/C 3/T 1h

**46** In this fast, unusual-looking wargame, you can reenact the Battle of Quebec without having to learn any difficult rules. British, French, and Indian troops are represented by plastic blocks whose faces are kept hidden from the opponent until they are involved in an attack. The British have numerical superiority, but the French have time on their side: If the British can't fight their way into Quebec City by the 16th turn, they lose.



## A HOUSE DIVIDED

(Game Designers' Workshop, around \$12) P 2/C 4/T 90m

**47** Though strategically demanding, this is a simple, enjoyable Civil War simulation. There are very few pieces to maneuver, and players have great freedom in choosing where to bring in

new recruits each turn. As a result, the focal point of the war can quickly shift from, say, the East Coast to the Mississippi. The game is well balanced, even though the two sides have different strengths, weaknesses, and objectives. (M/A 82)

## SIROCCO NEW

(TSR Hobbies, \$21) P 2/C 3-4/T 1h

**48** The grueling desert battles of Erwin Rommel and George Patton have inspired many fine war-games, but none are more playable than Sirocco. Though it has certain features of a strategy game, there are clever nuances that make this a true wargame. Terrain can affect movement, certain cards can render an opponent "out of supply," and reinforcements can enter the play. And, when the players are ready, a sealed Master Rulebook adds a full spectrum of exciting optional rules and wargame action.

## RAF NEW

(West End Games, \$19.95)  
P 1/C 4/T 3-10h

**49** The tense days and nights of the Battle of Britain are vividly recreated in this solitaire game of air warfare. The player controls the RAF and, with Mustangs, Spitfires, and the all-important radar, attempts to stop Goering's bombers. The game is easily learned, but beating the system is no easy task. RAF makes the player understand the fear felt by the British in the early, dark hours of World War II.

## ROMMEL'S WAR NEW

(Quarterdeck Games, \$25)  
P 2/C 5/T 2-20h

**50** This comprehensive game lets players relive the Allies' North African confrontations with Rommel, the Desert Fox. Its sophisticated game system covers reinforcement, air and sea transport, and special combat units. The game includes straightforward rules, two map sheets, and a special inset map for staging the famous Axis assault on the fortress at Tobruk.



## FORTRESS AMERICA NEW

(Milton Bradley, around \$24)  
P 2-4/C 4/T 3-5h

**51** A "Star Wars" defense system and nuclear terrorism in the oil fields of the Mideast lead to an invasion of the United States in this very exciting game of the 21st century. The energy-rich U.S. stands as a solitary target of Soviet-controlled Europe allied with Asian and Central American forces. A U.S. victory will depend on careful use of laser complexes and partisan uprisings in enemy-occupied zones. Hundreds of plastic pieces depict the hover-tanks, bombers, helicopters, and infantry of the near future.

## AXIS & ALLIES

(Milton Bradley, around \$24)  
P 2-5/C 4/T 3h

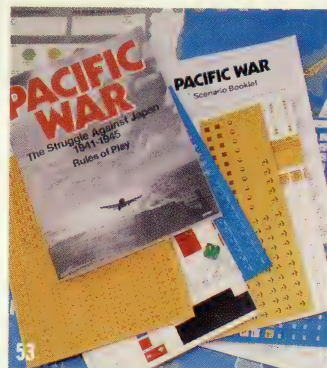
**52** This fast-moving, exciting World War II game comes with hundreds of detailed plastic pieces depicting everything from infantry and tanks to submarines. Each player takes the part of one of the three Allies (U.K., U.S.S.R., or U.S.A.) or the two Axis countries (Japan or Germany) and attempts to recreate or change history. Surprising things can happen, from a sudden invasion of Mexico to an early capitulation by the Russians. An excellent, well-illustrated rulebook and helpful player cards for each country keep the battles moving smoothly. (Jan. 85)



## PACIFIC WAR NEW

(Victory Games, around \$45)  
P 1-6/C 5/T 1-100h

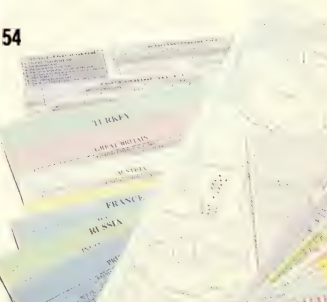
**53** A hefty behemoth of a game, Pacific War covers the entire war against Japan, 1941-45, from the miracle at Midway to the brutal island-hopping campaign leading to mainland Japan. Despite its 56-page rulebook, 2,340 playing pieces, two map-boards, and 11 displays, Pacific War was designed for playability. The initial scenarios are solitaire, introductory engagements playable in an hour or two. The Campaign game, though, could tie up every evening for a month. (June 86)



## EMPIRES IN ARMS NEW

(Avalon Hill, \$35)  
P 2-7/C 5/T 2-200h+

**54** Players take the role of an absolute monarch in 19th-century Europe in this vivid game of the Napoleonic Wars. While land and sea conflicts are important, diplomacy and economic decisions play crucial roles too. Peace Treaties and Declarations of War are formally written up, as are reports of naval combat. A two-player, four-turn scenario can take two hours; the massive Grand Campaign scenario lasts well over 200 hours.







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triad earns one missile per turn, and brings defensive advantages as well: A triad cannot be attacked until all unattached territories have been won or destroyed, and even then only by missiles, not by armies. Before long the missiles are flying as players try to break up enemy triads by nuking important territories. The last surviving player wins. (May 86)



## 4000 A.D.

(Waddington's, around \$30)  
 P 2-4/C 3/T 90m

**63** This game's simple but unusual rules of movement involve a hyperspace track: If a fleet of starships has been in hyperspace for, say, three turns, it can land at any star that is three sectors away from the star it left. Thus, no one can be sure where a player will land his fleets, which makes for a suspenseful, rapidly changing game of interstellar expansion and battle.

## CASTLE RISK **NEW**

(Parker Brothers, around \$16)  
 P 2-6 (4-6)/C 3/T 90-120m

**64** As in the classic Risk, players attempt to occupy opponents' territories by invading them. The outcome of an attack is determined by comparing dice rolls. Occupying an entire empire wins its castle's flag, which earns bonus armies each turn (and eliminates that opponent). Players draw cards, which are used in attacking and defending, and which add points to dice rolls, provide extra troops, and even let you attack by sea. Each player can also place hidden armies, whose sudden appearance can give an unsuspecting opponent a nasty surprise. (Sept. 86)

of members of the U.S. Fifth Division (Mechanized), isolated in Europe after all normal channels of communication have broken down. Society has begun to disintegrate, and radioactivity is a real danger. In the latest module, Going Home, troops try to get out of the devastated battlefield. (March 86) (Not pictured.)

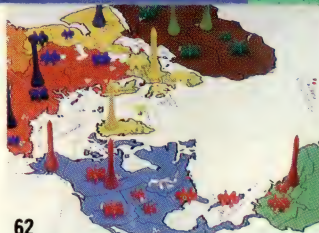
## GURPS **NEW**

(Steve Jackson Games, \$24.95)  
 P 2-8/C 5/T 6-12h

**58** The name—Generic Universal Role-Playing System—started out as a joke, but it stuck. GURPS is

P 2 or more/C 5

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62

## NUKE **NEW**

(New Earth Games, \$29.95)  
 P 2-4/C 3/T 1h

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64







## QUEBEC 1759

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(Game Designers' Workshop, around \$12) P 2/C 4/T 90m

**47** Though strategically demanding, this is a simple, enjoyable Civil War simulation. There are very few pieces to maneuver, and players have great freedom in choosing where to bring in

48

new result, the can quickly East Coast. The game though t ent stren objective

## SIROC

(TSR Hobby)

**48** The Erwin Rommel have games, playable has cert game, th that mak Terrain c certain c ponent ' forceme And, wh a sealec a full sp al rules

## RAF

(West End) P 1/C 4/T

**49** The t the Battl created air warfa the RAF Spitfires dar, atte bombers learned, is no ea player u the Britis hours of

## ROMMEL

(Quartermaster) P 2/C 5/T

**50** This lets play North Af Rommel phisticat reinforce port, and The gam ward rul a specia the famous Axis assault on the fortress at Tobruk.



player, four-turn scenario can take two hours; the massive Grand Campaign scenario lasts well over 200 hours.

54



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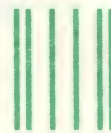
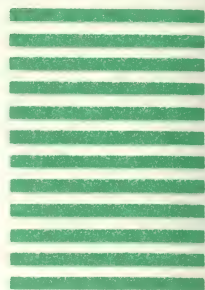
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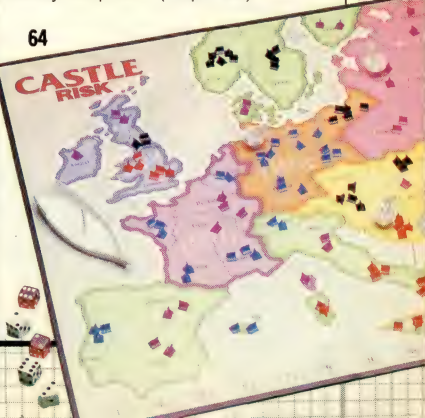
(Waddington's, around \$30)  
P 2-4/C 3/T 90m

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### CASTLE RISK **NEW**

(Parker Brothers, around \$16)  
P 2-6 (4-6)/C 3/T 90-120m

**64** As in the classic Risk, players attempt to occupy opponents' territories by invading them. The outcome of an attack is determined by comparing dice rolls. Occupying an entire empire wins its castle's flag, which earns bonus armies each turn (and eliminates that opponent). Players draw cards, which are used in attacking and defending, and which add points to dice rolls, provide extra troops, and even let you attack by sea. Each player can also place hidden armies, whose sudden appearance can give an unsuspecting opponent a nasty surprise. (Sept. 86)



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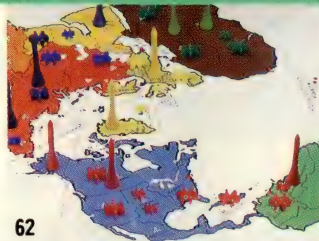
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P 2-8/C 5/T 6-12h

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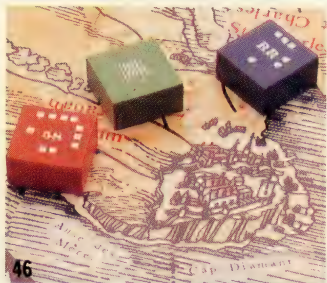


*This Means War*

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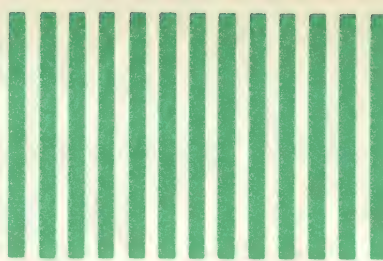
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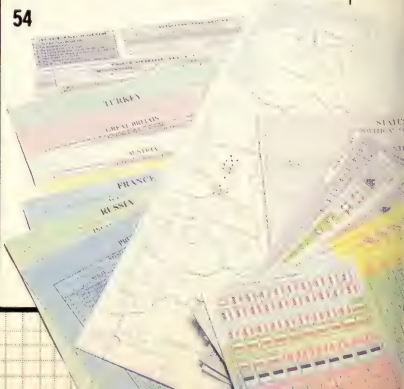
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the famous Axis assault on the fortress at Tobruk.



player, four-turn scenario can take two hours; the massive Grand Campaign scenario lasts well over 200 hours.





## Role Playing

### PARANOIA

(West End Games, around \$17)  
P 2-8/C 5/T 3-4h

**55** Stay alert. Trust no one. Keep your laser handy. These are the keys to survival, if not success, in this futuristic role-playing game. Each player takes the role of a Troubleshooter, who serves a deranged computer in the vast underground city of Alpha Complex by rooting out traitors while avoiding termination by other, overeager Troubleshooters. The many clever game modules, like Send in the Clones and Acute Paranoia, are written with the dark sense of humor that makes Paranoia unique. (Not pictured.)

### PENDRAGON NEW

(Chaosium, Inc., \$19.95)  
P 2-8/C 5/T 6h or more

**56** This remarkable role-playing game is a vivid re-creation of the world of King Arthur Pendragon. Players take the role of knights and strive for glory through acts of chivalry, romance, and virtue. Among the various knightly tasks to try while pursuing a seat at the famed Round Table are Courty Romance and Heroic Quests. Character sheets covering the most famous people of the period, such as Lancelot, Tristram, Merlin, and Arthur, are included, as is a full-color map of King Arthur's Britain. (Not pictured.)

### TWILIGHT: 2000

(Game Designers' Workshop, \$18)  
P 2-8/C 5/T 3-8h

**57** If you've ever wondered what the outcome of a limited nuclear war might be like, this award-winning game provides a chilling answer. Players assume the roles of members of the U.S. Fifth Division (Mechanized), isolated in Europe after all normal channels of communication have broken down. Society has begun to disintegrate, and radioactivity is a real danger. In the latest module, Going Home, troops try to get out of the devastated battlefield. (March 86) (Not pictured.)

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59

a game system that can be used for any role-playing time period, from fantasy hack-and-slash quests to the futuristic technology of warp-speed space war. Two 80-page books show how to create characters and run games, and a separate book of tables and charts is handy for quick reference during play. The basic principle of using a roll of three dice to determine each success or failure makes the game quite accessible. (Not pictured.)

### GHOSTBUSTERS NEW

(West End Games, \$16.95)  
P 2 or more/C 5/T 1-6h

**59** Want to start your own business? Tired of the 9 to 5 rat race? Now, with this new role-playing game, you can have your own Ghostbusters, Inc., franchise, complete with contract forms, utility kits, ID cards, and, of course, damage release forms. The adventures feature a haunted TV set in Brooklyn that shows only reruns, and semi-intelligent garbage cans that run rampant through a chemical factory. Just remember never to cross the beams when using your proton pack.

### DC HEROES

(Mayfair Games, around \$17)  
P 2 or more/C 5

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## Divide & Conquer

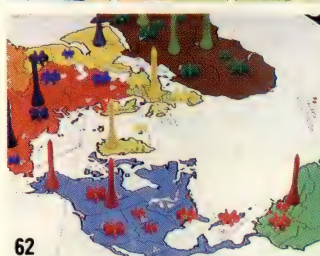
### CONQUEST

(Conquest, Inc., with plastic pieces, two-player set \$17.50, four-player set \$28; with metal pieces shown, \$42.50 or \$75) P 2 or 4/C 3/T 90m

**61** Using 20 moves per turn, each player maneuvers soldiers, elephants, and other pieces on land and sea in a do-or-die struggle to capture enemy pieces and occupy the opponent's stronghold. Conquest+, for two players only, has two additional kinds of pieces that complicate the play and increase the playing time (\$19.95 with plastic pieces, \$45 with metal pieces). (J/F 79)



61



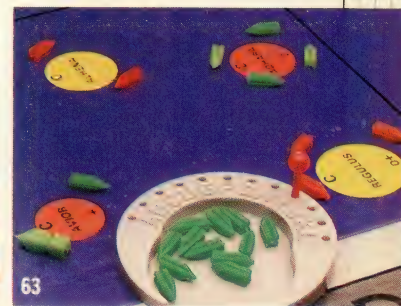
62

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64



# Strange Worlds

## CAR WARS

(Steve Jackson Games, Deluxe ed., \$16.95)

P 1 or more/C 4/T 1h or more

**65** If you've ever wanted a rear-mounted machine gun on your car, this is the game for you. In the near future, the new pastime is "autodueling." Players design their own vehicles, selecting engine type, armor, and, of course, weapons. Then they gleefully shoot it out in arenas or on any stretch of asphalt. The many supplements include the intriguing solitaire adventure, Convoy.



## ILLUMINATI

(Steve Jackson Games, \$6.95)

P 2-6 (4-6)/C 3/T 2h

**66** Attention, conspiracy buffs: The UFOs, the Servants of Cthulhu, and other secret societies are plotting to take over the world in this humorous and strategic card game. Players try to build a powerful empire by gaining control of the Multinational Oil Companies, the Punk Rockers, and nearly 40 other groups. Each group has traits that affect who

can most easily control it; the violent Eco-Guerrillas, for example, can more easily subvert the violent Cycle Gangs than they can the peaceful Boy Sprouts. Expansion Sets 1 and 2 add more groups; Set 3 adds a board and rules for propaganda and brainwashing. (Feb. 83; July 85)



## JAMES BOND ASSAULT

(Victory Games, \$14.95)

P 2/C 5/T 1-5h

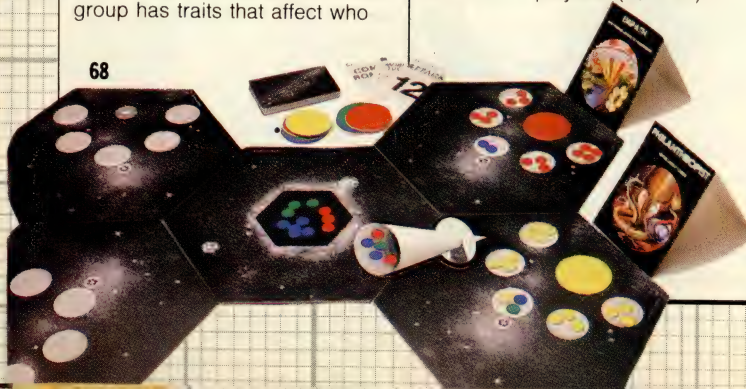
**67** Nearly every James Bond film concludes with Agent 007 wreaking havoc on some high-tech installation while his evil opponents try desperately—and unsuccessfully—to stop him. With this game you can reenact your favorite such scene, though the outcome is not nearly so certain. The detailed rules cover movement, weapons, and damage (much like a wargame), but the clever scenarios are taken directly from the film-world of James Bond.

## COSMIC ENCOUNTER

(West End Games, \$24.95)

P 2-4 (4)/C 3/T 90m

**68** In this amusing game of bluffing and second-guessing, each player is an alien with a unique power. As players try to establish bases on enemy planets by playing cards from their hands, their powers allow them to break the game's rules in different ways. The Trader, for example, may exchange hands with an opponent, while the Laser may force an opponent to play cards randomly instead of by choice. We recommend the first four Expansion Sets, which add more aliens and allow more players. (S/O 78)



## TALISMAN

(Games Workshop U.S., 2nd ed., \$18)

P 2-6/C 4/T 90m

**69** In this wonderful blend of role-playing game and board game, players become any of 11 characters seeking to capture the Crown of Command. To do this, they must negotiate their way past the outer and middle rings of spaces, picking up hidden adventure cards, to finally enter the Portal of Power. When a card is picked up, a new one replaces it, making for an ever-changing board filled with treasure, traps, and monsters. (Oct. 84)

## BLACK MORN MANOR

(Pacesetter, Ltd., \$15)

P 2-6/C 3/T 2h

**70** This is a game to play on a night when the thunder is crashing and the skin crawling. Players can choose to be one of the "envoys" who seek to enter the haunted estate, or an evil minion of the "Master" of the house. While building the grounds and manor with tiles that feature such things as a graveyard, a strange topiary, and a crypt, the envoys try to destroy the Master before he makes them his minions—an all too common fate.



## STELLAR CONQUEST

(Avalon Hill, \$24)

P 2-6/C 4/T 3-4h

**71** Starting from a home star, each player moves his fleet to new stars, searching for habitable or mineral-rich worlds and establishing colonies. As industries are set up on new worlds, their output can be used to fund research in such areas as weapons or spaceship design. Eventually, players encroach on one another's worlds, leading to exciting starship battles.



## WARRIOR KNIGHTS

(Games Workshop U.S., \$24.95)

P 2-6/C 4/T 2-3h

**72** Negotiation, treachery, and castle sieges all come into play in this rich game of mythical medieval power plays. Players take the role of barons who seek as much land and influence as possible. Combat between the nobles controlled by the barons is unavoidable, but in the more civilized Assembly meetings barons can vote on motions offering political offices (with attendant troops) and lucrative concessions. To win, a baron must connive his way to the control of more than half the active cities of the realm. (July 86)



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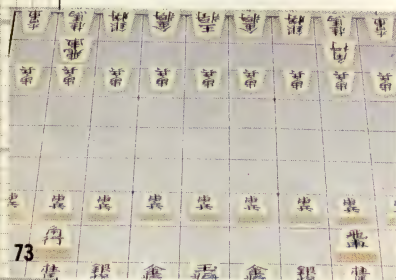


# Classic Strategy

## SHOGI

(The Shogi Association, P.O. Box 77, Bromley, Kent, U.K.; Beginner's Pack with vinyl board, Japanese pieces, and instruction book, \$20 postpaid; with Western-style pieces \$25) P 2/C 3/T 1h

**73** Though also known as Japanese chess, shogi's "drop" rule makes it completely different from other chess variants: A captured piece may be dropped back in play and used by its captor on later turns. Thus, every exchange complicates, rather than simplifies, a position. Sharp tactics are a must; unlike chess, shogi games are seldom drawn, even at the highest level. Among widely played games, shogi alone has depth comparable to that of go; and in Japan, where both are played, shogi is by far the more popular.



73

## GO

(Sabaki Go Co., P.O. Box 23, Carlisle, PA 17013; full-size folding wooden board with 5.5 mm glass stones shown, \$38 postpaid, bowls are extra; other styles and prices available.) P 2/C 2/T 1-2h

**74** Generally regarded as the best pure strategy game ever, this ancient Chinese game has simpler rules than chess but greater depth. Players alternately place one stone at a time on intersections of the board's grid, attempting to surround the most territory. Surrounded stones are captured. Local battles, often complex, must be fought with the overall board position in mind. (July 85)

74



75

## MIDDLE SHOGI

(The Shogi Association, P.O. Box 77, Bromley, Kent, U.K.; available with vinyl board \$48 postpaid, or with folding wooden board shown \$72) P 2/C 4/T 2-3h

**75** This 92-piece chess variant is by far the best of the "great chess" games that flourished during the Middle Ages from Europe to the Far East, and is the only one to survive into the present. Despite its name, middle shogi is much closer to chess than to shogi, since captured pieces do not return to play. Of the 21 different kinds of pieces in the initial position—ranging from Dragon Horses to Drunk Elephants—nearly all can promote: On reaching the last four ranks, they are flipped over to become new pieces, many with exotic powers. Strategy often revolves around the opposing Lions, which are stronger than chess queens and can make two captures in a single turn. Though easier to learn than it may appear, this game is mostly for fearless strategists who find chess too tame.

## ADI

(World Wide Games, Colchester, CT 06415; oak board with cowrie shells shown, \$28.50 postpaid; plastic board with marbles \$12.95) P 2/C 2/T 45m

**76** Around 200 kinds of mancala, or "pit-and-pebble" games, have been played for centuries from Africa to the East Indies. This handsome wooden version, with cowrie shells as pieces, includes rules for *adi* (from Ghana) and

76



*dakan* (from Indonesia), and can be used also for such other games as the well-known wari. Each player in turn picks up pieces from a pit on his side of the board and "sows" them into other pits one at a time (moving around the board), trying to capture opposing pieces by achieving certain positions. Developing a long-range strategy requires a lot of experience—it's hard to plan even two moves ahead!

# The Race Is On

## HARE & TORTOISE

(Ravensburger, \$25) P 2-6/C 3/T 1h

**77** Despite its storybook illustrations, this race game is no Uncle Wiggily. Chance plays a very small role: You decide how far to advance—or go back—trying along the way to pick up enough "carrots" (by landing on profitable squares) to keep going. Often, whether you earn carrots or not depends on your position in the race, so passing or dropping behind an opponent may upset his plans. Outmaneuvering the opponents is everything; the race is not always to the swift. (S/O 78)

77



## FLIGHTPLAN NEW

(New World Games, \$19.95) P 2-6/C 3/T 45m

**78** The idea of this fast-moving game is to pick up passengers at major airports and take them to their destinations as quickly as possible by maneuvering around a mazelike board of interconnecting routes. Poor weather can slow you down, and rival planes can block yours, but you can ditch your passengers and look for others to carry in an unblocked direction. Stranded passengers can be picked up again later—unless other players get to them first. (May 86)



78



79

## UNDER COVER NEW

(Ravensburger, \$17) P 2-7/C 3/T 45m

**79** In this intriguing game of guile and deception, players maneuver "agents" around a village, periodically earning points that allow markers corresponding to the agents to advance around an outer track. The unique twist is that *all* players may move *all* the agents, while keeping the identity of their own agent secret. (Identities are secretly assigned at the start). Helping your own agent without being too obvious about it is no easy feat. (June 86)

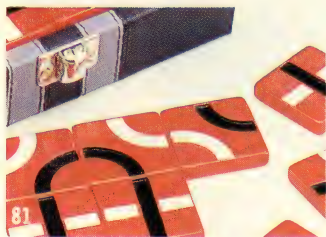


# Abstract Strategy

## CAT & MOUSE NEW

(Playline, under \$7)  
P 2/C 1/T 5m

**80** In this delightful game, each player has a set of eight discs, one set displaying pictures of a cat, the other pictures of a mouse. In turn, each player either places a disc on the table or on top of a previously played disc, or moves any disc (except the last disc played) to or from a stack. The object is to get five of your set's pictures showing at one time. The rapidly changing situations make the game an intriguing mini-challenge for all ages.



## TRAX

(Prestige Games, \$20)  
P 2/C 2/T 30m

**81** Simple rules and 64 identical tiles make this an absorbing, elegant game of strategy. Each tile has both a black and a white track on both sides, and tiles must be placed so that like-colored tracks connect. Win by col-

ing a loop of your own color or by connecting opposite edges of the grid. This new edition comes with thick plastic tiles and a small, luggage-style carrying case. (Oct. 82)



## KALIKO

(Future Classics, \$30)  
P 2-4/C 3/T 1h

**82** Each of the 85 unique hexagonal Lucite tiles—the beautiful equipment makes playing this game a pleasure—contains three path segments of one, two, or three colors. Players take turns placing one or more tiles so that matching segments touch, trying to score points by extending paths, crossing paths over themselves, and forming closed loops. A booklet of puzzles for solitaire play is included. (May 83)



## GHOSTS! NEW

(Milton Bradley, around \$9)  
P 2/C 1/T 15m

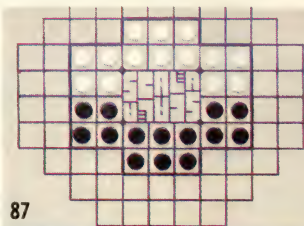
**83** In this simple game of psychology and bluff that even chess grandmasters have found fascinating, each player has four "good" ghosts and four "bad" ones. The object is either to capture all the opponent's good ghosts (you lose if you take all the bad ones) or to move any of your good ghosts to a distant exit square. But you don't know whether an opponent's ghost is good or bad until it's captured. (Oct. 85)



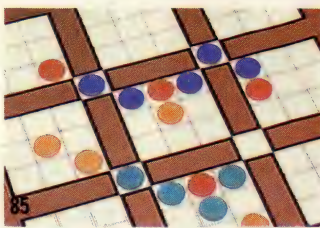
## SEQUENCE

(Jax, Ltd., \$15.95)  
P 2-12/C 2/T 20-30m

**84** The board shows two pictures of every card in a standard deck—except jacks. Each player tries to form one or two rows (depending on the number of players) of five chips of his color by playing one card from his hand and placing a chip on one of its two pictures. Two-eyed jacks are wild, and one-eyed jacks let you remove an opponent's chip. Deciding whether to build or block is often tricky, making this an addictive, hugely enjoyable game.



**87**



**85**

## TICTACTICS NEW

(Innovation, Inc., \$17.50)  
P 2 or 4/C 2/T 30m

**85** The board is a 3x3 array of 3x3 tic-tac-toe grids joined at the corners by extra "migration" squares. Two players (or four playing as two teams) alternate placing discs of different colors, trying to get three of the same color in a row, which may span two adjoining grids. The interrelationship of the grids creates intriguing tactics and opportunities for deep strategies. (Oct. 86)

## ROUND FOUR NEW

(Milton Bradley, around \$13)  
P 2-4/C 2/T 10m

**86** The object of this highly addictive game is to get four discs of your color in a row leading from the center. On a turn, a player either places a disc in a hole in one of the four concentric rings of the playfield, or changes the alignment of existing discs by rotating a ring clockwise. Some holes are two levels deep, but the bottom level is stationary, so it's wise to pay particular attention to the colors of the discs there. Careful planning and alertness are essential. Watch out especially for threats that force you to move rings instead of placing discs.



## SCALA NEW

(Skill Games, \$22 postpaid)  
P 2/C 2/T 15-30m

**87** This game's original tactics are due to its innovative capturing rule. Each player tries to advance any one of his pieces to his opponent's edge of the board while keeping it connected to the main group. Capturing occurs when a move separates the pieces into two groups. A group of only one color is captured; while if both groups contain pieces of both colors, the smaller group is captured. Keep alert to possible sacrifices. (Aug. 86)

## PENTE

(Parker Brothers; with folding board around \$12, with rolled board in tube around \$15)  
P 2-4 (2)/C 2/T 20m

**88** Probably the best of the five-in-a-row games, Pente is a recreation of the classic Japanese game *ninuki-renju*. The object is to get five stones in a row or to capture five pairs of the opponent's stones by bracketing them at both ends. (J/A 79)

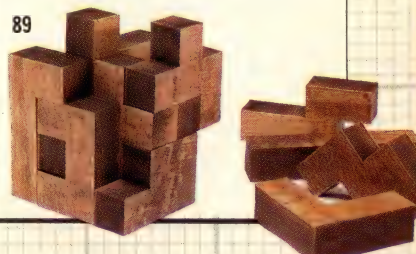


**88**

## QUINTILLIONS

(Kadon Enterprises, 1227 Lorene Dr., Pasadena, MD 21122; basic set \$36 postpaid, Superquintillions suppl. \$49)  
P 1-4/C 1-2/T 5-45m

**89** Quintillions may be thought of as three-dimensional pentominoes. The 12 wooden "quints"—each quint consisting of five cubes in one of their possible configurations—can be used for dozens of puzzles and four games. The 18 supplemental pieces increase the number of puzzles and games as well as the challenge. (S/O 81, May 85)



**89**



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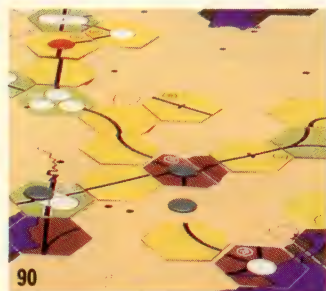


# Power Plays

## 1829

(Hartland Trefoil; Southern Board shown, or Northern Board including Scotland, \$45)  
P 2-9/C 4/T 4-10h

**90** As the players buy and sell stock in 10 railroads in England, each line's majority stockholder directs its operations in the competition to link cities to earn the most profit. You can develop a railroad slowly for long-term income, or milk it for quick profits and then dump the stock before it crashes, or stay out of the director's chair and just play the market. The full game, though long, is best; shorter variations are included. (Jan. 83)



## THE BOTTOM LINE NEW

(Maruca Industries, \$29.99)  
P 3-6/C 2/T 90m

**91** Created, developed, and played in prison by a former multimillionaire London banker convicted for fraud (see page 13), this exciting board game is a re-creation of the high-risk world of bullion and real estate wheeler-dealers. The object is to earn enough money to buy the bank by doing unto others what they are trying to do unto you and beating them to it. The key to success is the timely use of option cards to force opponents to sell their holdings to you at favorable prices. Advice: If you have a chance to buy one or more casinos, do it.

91



## POWER BARONS NEW

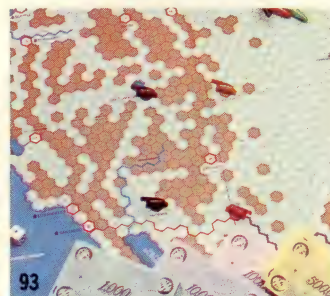
(Milton Bradley, \$16)  
P 3-4/C 3/T 2h

**92** The exciting, nonstop player interaction of this original game makes it a must for lovers of Risk and similar games of conquest. The object is to place a number of "power bases" of different types (transportation, communications, finance, and energy) in each opponent's territory. Players begin with a few bases and can buy more (from the bank) only by collecting the required number of credits. Each turn, a player must "challenge" another player, the two sides alternately playing cards with different credit values. The winner (the one who has played the higher-value cards) adds all the challenge cards to his collection. If a challenge is won by the attacker, he can put a base in the loser's territory immediately.

## RAILWAY RIVALS NEW

(Games Workshop, \$17)  
P 2-6/C 3/T 1h

**93** Playing on a partial map of either England or the U.S. (depending on the board side used), players use the money they start with to buy the right to draw (with wipe-off crayons of different colors) lengths of track from their home cities to as many other cities as they can. When all cities have been reached, speed runs are held between two cities picked from a deck of cards. The winner of each run can use his prize money to build track between cities that he hopes will be used in future runs. This captivating game was named 1985 Game of the Year in West Germany. (Aug. 86)



93

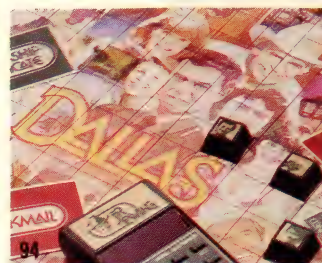


92

## DALLAS NEW

(Maruca Industries, \$24.99)  
P 2-4/C 3/T 45m

**94** Ewing Oil and three other corporations fight to buy companies in this remake of the old game Cartel. Some companies are more valuable than others, and owning adjoining companies earns bonus profits. Should you sell your stock now to raise capital? If you hold on to it, it'll be worth more later, but your wealthier rivals can meanwhile outbid you. For a more challenging game, leave out the optional Event cards. (Jan. 86)



## CIVILIZATION

(Avalon Hill, around \$22)  
P 2-7 (6-7)/C 4/T 2-10h

**95** Advance your tribe from Stone Age to Iron Age in this long but deeply satisfying game. As your empire grows, balancing cities and agricultural areas becomes harder. Trading with other players can bring profits, and cloth-making and astronomy skills not only help you in play but also advance you toward such other aspects of civilization as law and philosophy. Dealing with the ever-present threats of flood, famine, and civil war is part of the challenge. (J/A 82)

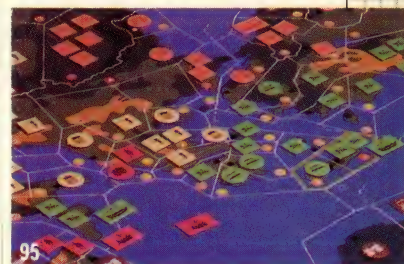


96

## DISCRETION

(Princeton Enterprises, \$16)  
P 2-8/C 3/T 2h

**96** Buildings come in five types—offices, shops, etc.—and the more types a building borders, the more rent it earns. Place your buildings to maximize your income while minimizing that of your neighbors. Borrowing money is usually necessary, but debts—especially to loan sharks—grow quickly if not carefully managed. You can spread your resources thin in hopes of a profitable year, but a cleverly designed deck of cards keeps the financial climate hard to predict.



95

## ORDERING INFORMATION

Most of the games listed in The Games 100 can be purchased in retail stores. Games that are available only by mail can be ordered from the addresses given with their reviews.

For a free list of addresses of all the companies whose products appear in The Games 100 (in case you are unable to find a game in your area), send your name and address to: Games 100 Addresses, GAMES Magazine, 1350 Avenue of the Americas, New York, NY 10019. (No calls, please.)



# Hall of Fame

Two years ago, the Games Hall of Fame was introduced to recognize games of long-standing and well-deserved popularity. Ten classic games were selected for the first Hall of Fame, in 1984; two more were added last year, and this year's additions bring the total to 15. Traditional games such as chess, bridge, and other nonproprietary games are not included in the Hall of Fame, since particular versions may warrant inclusion in the regular Games 100 list.

## NEW ADDITIONS

**BLOCKHEAD** (Pressman, around \$6) P 2 or more/C 1/T 10m or more



The excitement builds right along with the tower as players alternately add irregularly shaped wooden blocks on top of others. The trick is to unbalance the tower with the block you add, to make it hard for the next player to add a block without knocking the tower down. A steady hand and a good eye for structural integrity are valuable assets.

**BRIDGETTE** (Xanadu Leisure, \$8.95) P 2/C 3/T 10m per hand



The perfect game for two bridge-lovers lacking a third and fourth, Bridgette is an original game that resembles bridge but has important differences. "Colons," for instance, are new cards that do not win tricks but force the opponent to lead a different suit on the next trick. Special bids may be used to gain information about an opponent's hand, but forcing the bidding up can leave you with an unmakeable contract. (J/A 82)

**SLEUTH** (Avalon Hill, around \$7) P 3-7/C 2/T 1h



Is the red diamond solitaire missing, or the blue opal cluster? Your neighbor has one of the pearl pairs—is it the green or the yellow? In this ingenious game of logic, players interrogate one another about the gem cards they hold, trying to deduce which was removed from the deck. You can ask only the types of questions shown on your "search" cards, but you decide what card to use and which player to ask.

## CHOSEN PREVIOUSLY

3-E

**ACQUIRE** (Avalon Hill, \$21) P 2-6/C 3/T 1h

Players make fortunes—and lose them—as they add hotels to the board and buy stock in hotel chains that merge into bigger chains.



**CLUE** (Parker Brothers, under \$16) P 3-6 (4-6)/C 2/T 1h

There's a different murder each time you play this entertaining game of deduction and strategy. (J/F 80)



**DIPLOMACY** (Avalon Hill, \$18) P 3-7 (5-7)/C 3/T 5h

Trust the wrong player and somebody other than you gets to control Europe. The game is long, but some say not long enough. (N/D 77)



**DUNGEONS & DRAGONS** (TSR Hobbies, Basic and Expert sets \$12 each) P 3 or more/C 4

The granddaddy of the role-playing genre, D&D can be enhanced by a variety of supplements and playing aids. (S/O 79)



**MONOPOLY** (Parker Brothers, Commemorative Edition under \$40, Anniversary Edition under \$21, Standard Edition under \$12) P 2-6 (4-6)/C 3/T 2h

Atlantic City as it once was and never will be again. This is probably the most imitated game in history. (M/A 78)



**OTHELLO** (Milton Bradley, \$12) P 2/C 2/T 30m

Surround your opponent's pieces to flip them over to your color, and when he flips yours, don't get mad, get even. (S/O 77)



**RISK** (Parker Brothers, under \$22) P 2-6/C 3/T 90m

Use the best strategy, and, with a little bit o' luck, the world will be yours.



**SCRABBLE BRAND CROSSWORD GAME**

(Selchow & Righter, Standard Edition \$11, Deluxe Edition \$27.95, Travel Edition \$14.95) P 2-4 (2)/C 3/T 1h

This strategy game of building words while limiting the opponent's possibilities has become a household word. (S/O 78)



**SORRY!** (Parker Brothers, under \$12) P 2-6/C 2/T 45m

Use the optional "point score" rules—dealing five cards to each player—for a surprisingly challenging game.



**STRATEGO** (Milton Bradley, \$11) P 2/C 2/T 45m

This enduring classic enters its second quarter-century with a revised battlefield design and several optional new rules.



**TWIXT** (Avalon Hill, \$21) P 2/C 2/T 45m

The two sides try to connect opposite board edges in this deep strategy game.



**YAHTZEE** (Milton Bradley, \$5) P 1 or more/C 2/T 15m

And now, in addition to Triple Yahtzee and Word Yahtzee, there's Casino Yahtzee, a feast for fans of this addictive dice-matching game.

# Etcetera

**RUBIK'S MAGIC** **NEW**

(Matchbox Toys, \$10) P 1/C 1

**97** The long-awaited successor to Rubik's Cube is here, and once again Professor Rubik has devised an ingenious mechanism as well as a tantalizing puzzle. A panel of eight hinged squares depicts on one side three separate rings, and on the other side some crisscrossing ring sections. The object is to reposition the squares to form three linked rings. Each square can be moved in relation to its neighbors in at least two different directions. The solution (not provided) is about as tough to figure out as the Cube's.

**THE ETCH A SKETCH ANIMATOR** **NEW**

(Ohio Art, \$59) P 1/C 2

**98** Draw and save up to 12 pictures in the Animator's memory and play them back in any order to make a "cartoon" up to 96 frames long. This fully portable electronic toy performs eight functions, including DRAW, ERASE, SAVE (to store images), and, of course, ANIMATE (at any of seven speeds). The instruction manual outlines 13 sequences of varying complexity to get you started. (Aug. 86)

**JANUS** **NEW**

(Welsh Village Woodworking, \$35 postpaid) P 1/C 1

**99** After squeezing the little brass ball through the entrance hole, you must manipulate it through the channels and internal holes on both sides of this intricate two-sided maze until you get it to the exit hole on the other side. The many loops and dead ends

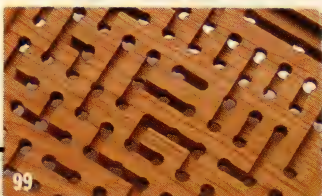
of this attractive cherrywood maze will keep you bewildered for longer than you'll want to admit. (July 86)



97



98



99

**SPACEWARP** **NEW**

(Bandai, model 40 shown, around \$65; other sets from \$30 to \$55) P 1 or more/C 2

**100** Now you can design and build the roller coaster of your dreams—in miniature. The challenge of putting together a motorized elevator and four sets of double tracks can keep two people busy for eight hours or more. Then, watch the metal balls ride up the elevator, speed along the tracks, following all your corkscrews and loops, and return to the elevator for another ride. The model shown measures approximately 38½ inches long by 10½ inches wide by 15 inches high.



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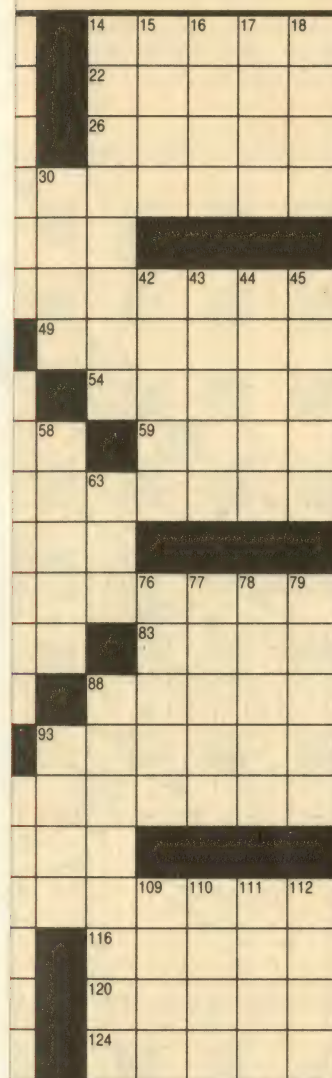
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BY DALE BURGNER



ANSWER, PAGE 68

- |                     |                             |                         |                    |                      |
|---------------------|-----------------------------|-------------------------|--------------------|----------------------|
| kind of check       | 117 Wurst type              | 10 It's still-born      | 42 Kind of stew or | 72 TV addicts?       |
| 87 Shore eagles     | 118 At hand                 | 11 Impose a burden      | coffee             | 73 Squatter          |
| 88 Acid type        | 119 Type of 32-Across       | 12 Jeremy of <i>The</i> | 43 "From _____     | 74 Hounds' quarry    |
| 89 Completely unlit | 120 Reagan                  | <i>Real Thing</i>       | shining . . . "    | 75 Wolfgang's one    |
| 91 Violetlike       | confidant                   | 13 Supporters of        | 44 Moon of Saturn  | 76 High-bridged,     |
| perfume             | 121 Students' woes          | the arts?               | 45 Take in         | nasally              |
| ingredients         | 122 O'Neill's <i>Desire</i> | 14 Bikers' wear         | 47 _____ avis      | 77 Author Zola       |
| 93 January events   | <i>Under the _____</i>      | 15 Suggestion           | 48 Clytemnestra's  | 78 L'eggs            |
| 94 Soda pop flavor  | 123 Country mail            | 16 Aware of             | mother             | competitor.          |
| 96 Where            | abbrs.                      | 17 Lascivious look      | 51 Butt            | 79 York emblem       |
| bathyspheres go     | 124 Wipe out                | 18 Goofs                | 53 Strong men      | 85 Fezzed fratmen    |
|                     |                             |                         |                    | 88 In a manner of    |
|                     |                             |                         |                    | speaking             |
|                     |                             |                         |                    | 90 Common            |
|                     |                             |                         |                    | southern rodent      |
|                     |                             |                         |                    | 92 Y, in plural      |
|                     |                             |                         |                    | 93 Incandescent      |
|                     |                             |                         |                    | 95 King Arthur's     |
|                     |                             |                         |                    | mother               |
|                     |                             |                         |                    | 97 Clobbers          |
|                     |                             |                         |                    | 99 Bay window        |
|                     |                             |                         |                    | 101 Like Susan's     |
|                     |                             |                         |                    | peas?                |
|                     |                             |                         |                    | 102 One and only     |
|                     |                             |                         |                    | 103 Grand race?      |
|                     |                             |                         |                    | 104 Stromboli spilth |
|                     |                             |                         |                    | 105 Clipping, maybe  |
|                     |                             |                         |                    | 106 Cheeseboard      |
|                     |                             |                         |                    | favorite             |
|                     |                             |                         |                    | 108 Jack London's    |
|                     |                             |                         |                    | Capt. Larsen         |
|                     |                             |                         |                    | 109 U.S.             |
|                     |                             |                         |                    | 110 College party    |
|                     |                             |                         |                    | garb                 |
|                     |                             |                         |                    | 111 Pitchers' stats  |
|                     |                             |                         |                    | 112 Cubs' Sandberg   |





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## NEW ADDITION

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The excitement builds right along as you add irregularly shaped wooden blocks to unbalance the tower with the blocks. The next player to add a block without toppling the hand and a good eye for structural integrity are required.

### BRIDGETTE (Xanadu Leisure, \$8.95) P

The perfect game for two bridge-lovers, Bridgette is an original game that resembles a card game. "Colons," for instance, are used to force the opponent to lead a diamond, but bids may be used to gain information. Forcing the bidding up can leave you with an advantage.

### SLEUTH (Avalon Hill, around \$7) P 3-7/C

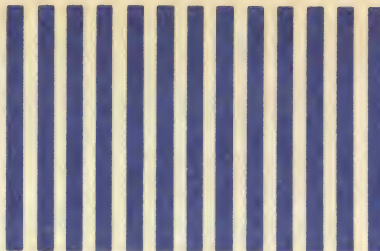
Is the red diamond solitaire missing? Your neighbor has one of the pearl pairs. This ingenious game of logic, played with gem cards they hold, trying to deduce the deck. You can ask only the types of cards, but you decide what card to use and when.

## CHOSEN PREVIOUSLY

### 3-E ACQUIRE (Avalon Hill, \$21) P

Players make fortunes—and lose them—on the board and buy stock in hotel chains.

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### RUBIK'S MAGIC NEW

(Matchbox Toys, \$10) P 1/C 1

**97** The long-awaited successor to Rubik's Cube is here, and once again Professor Rubik has devised an ingenious mechanism as well as a tantalizing puzzle. A panel of eight hinged squares depicts on one side three separate rings, and on the other side some crisscrossing ring sections. The object is to reposition the squares to form three linked rings. Each square can be moved in relation to its neighbors in at least two different directions. The solution (not provided) is about as tough to figure out as the Cube's.

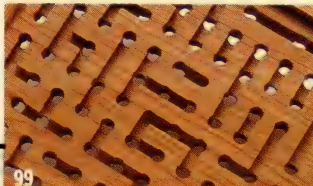
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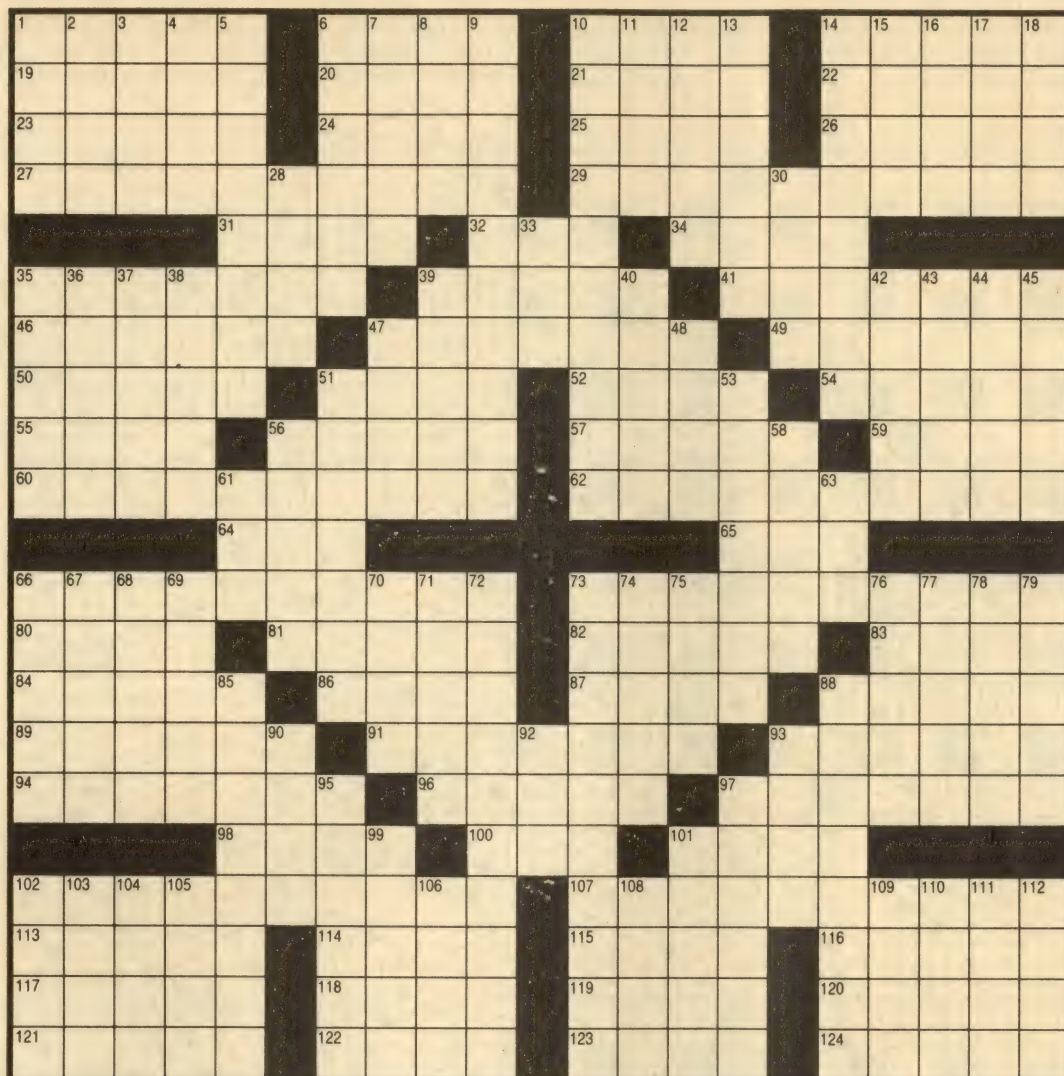
model shown measures approximately 38½ inches long by 10½ inches wide by 15 inches high.





## ACROSS

- 1 Very fortunate
- 6 Breaker
- 10 Harmless fib
- 14 Celestial graveyard?
- 19 Further away
- 20 Badmouth
- 21 \_\_\_\_\_ Jill Miller, of  
*Gimme a Break!*
- 22 Low, hard drive
- 23 Prima donna's praise
- 24 Make one's point?
- 25 Altar exchange
- 26 Reply to a knock
- 27 Garage sale stuff
- 29 Real shockers?
- 31 Wield a knife, perhaps
- 32 Acad.
- 34 Razor cut
- 35 Wild and crazy
- 39 Witchcraft and conjuring
- 41 Crystalline rocks
- 46 Infamous cow's owner
- 47 Fit for a queen
- 49 Enveloped by this
- 50 Causes tangency
- 51 Citizen of Hollywood?
- 52 "A Little Bitty Tear" singer
- 54 Cowcatcher?
- 55 Olympic skier Mittermaier
- 56 *Dragnet* sound effect
- 57 Like a lump
- 59 Marquee topper
- 60 Sigmund Romberg song
- 62 Old platter-player
- 64 Part of *TW3*
- 65 "Erie Canal" mule



ANSWER, PAGE 68

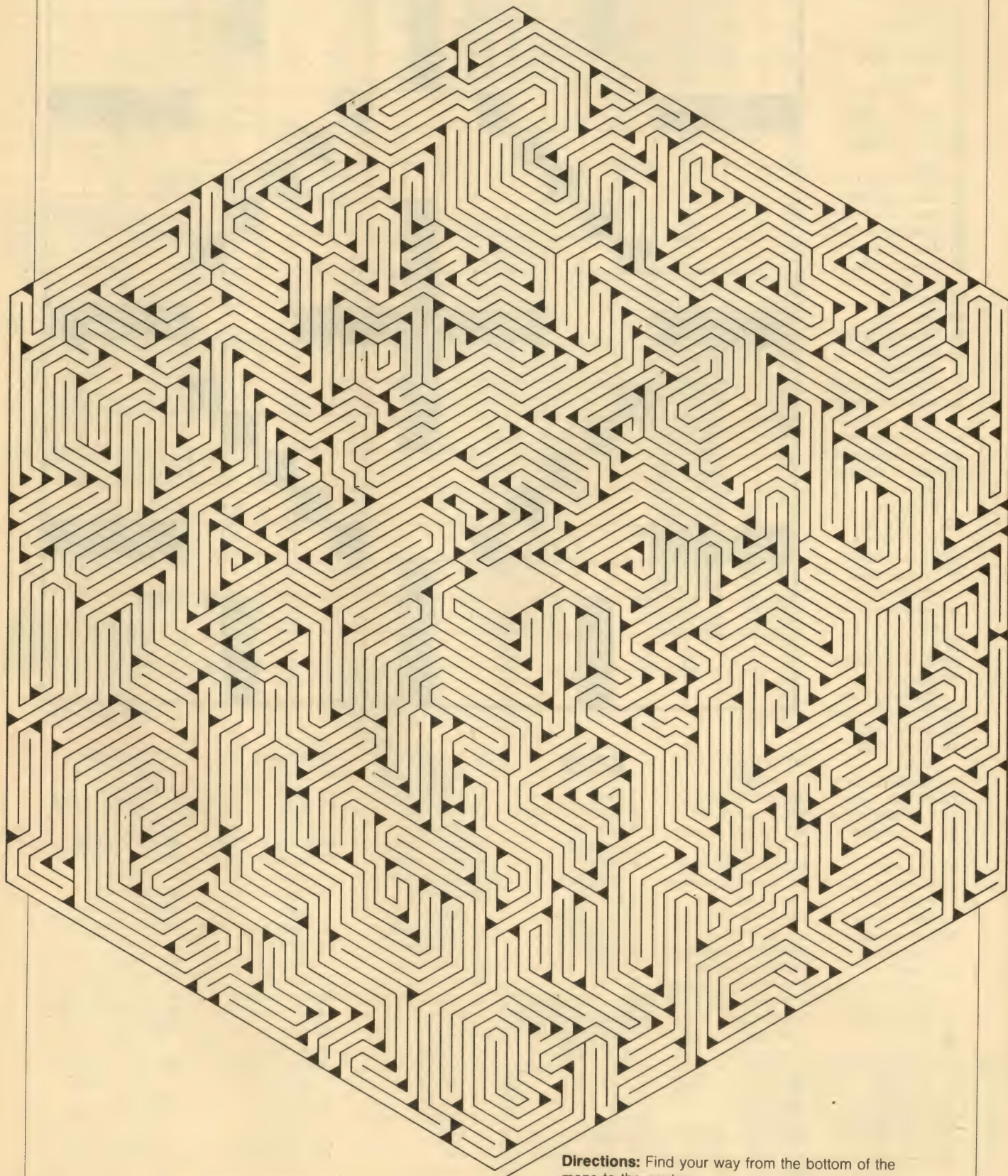
## DOWN

- |  |  |  |  |   |   |
|--|--|--|--|---|---|
| <ol style="list-style-type: none"> <li>66 Masfield poem</li> <li>73 <i>Making of the President</i> author</li> <li>80 "I cannot tell _____"</li> <li>81 End: Prefix</li> <li>82 Monsoon season (with "the")</li> <li>83 Gen. Bradley</li> <li>84 Lists of PC functions</li> <li>86 Check, or homophone of a kind of check</li> <li>87 Shore eagles</li> <li>88 Acid type</li> <li>89 Completely unlit</li> <li>91 Violetlike perfume ingredients</li> <li>93 January events</li> <li>94 Soda pop flavor</li> <li>96 Where bathyspheres go</li> </ol> | <ol style="list-style-type: none"> <li>97 Characteristic writing?</li> <li>98 Emilia's husband</li> <li>100 Simile center</li> <li>101 Fungus disease of plants</li> <li>102 In smithereens</li> <li>107 Wyoming river or county</li> <li>113 Spout from the soapbox</li> <li>114 Sally into space?</li> <li>115 Versatile bean</li> <li>116 Atlanta university</li> <li>117 Wurst type</li> <li>118 At hand</li> <li>119 Type of 32-Across</li> <li>120 Reagan confidant</li> <li>121 Students' woes</li> <li>122 O'Neill's <i>Desire Under the _____</i></li> <li>123 Country mail abbrs.</li> <li>124 Wipe out</li> </ol> | <ol style="list-style-type: none"> <li>1 Quail</li> <li>2 Spoon or fly, e.g.</li> <li>3 Latin list shortener</li> <li>4 Golfer Ballesteros</li> <li>5 Fur folk</li> <li>6 <i>Jaws</i> villain</li> <li>7 Duplicate</li> <li>8 Reunion member, maybe</li> <li>9 Flack</li> <li>10 It's still-born</li> <li>11 Impose a burden</li> <li>12 Jeremy of <i>The Real Thing</i></li> <li>13 Supporters of the arts?</li> <li>14 Bikers' wear</li> <li>15 Suggestion</li> <li>16 Aware of</li> <li>17 Lascivious look</li> <li>18 Goofs</li> </ol> | <ol style="list-style-type: none"> <li>28 _____ János (Zoltán Kodály opera)</li> <li>30 Word for Croesus</li> <li>33 Pierre's shout</li> <li>35 Sows' mates</li> <li>36 Bender in bars</li> <li>37 Get extra mileage from</li> <li>38 <i>Gymnopédies</i> composer</li> <li>39 Libelist, e.g.</li> <li>40 Relish</li> <li>42 Kind of stew or coffee</li> <li>43 "From _____ shining . . ."</li> <li>44 Moon of Saturn</li> <li>45 Take in</li> <li>47 _____ avis</li> <li>48 Clytemnestra's mother</li> <li>51 Butt</li> <li>53 Strong men</li> </ol> | <ol style="list-style-type: none"> <li>56 Refuse to</li> <li>58 Lots of laundry?</li> <li>61 Tango quorum</li> <li>63 Arafat and the boys</li> <li>66 Sooty pigment</li> <li>67 Derived from a lubricant</li> <li>68 Freshman's grade</li> <li>69 Pasteboard pair?</li> <li>70 Chromo-lithograph</li> <li>71 Screwball</li> <li>72 TV addicts?</li> <li>73 Squatter</li> <li>74 Hounds' quarry</li> <li>75 Wolfgang's one</li> <li>76 High-bridged, nasally</li> <li>77 Author Zola</li> <li>78 L'eggs competitor</li> <li>79 York emblem</li> <li>85 Fezzed fratmen</li> </ol> | <ol style="list-style-type: none"> <li>88 In a manner of speaking</li> <li>90 Common southern rodent</li> <li>92 Y, in plural</li> <li>93 Incandescent</li> <li>95 King Arthur's mother</li> <li>97 Clobbers</li> <li>99 Bay window</li> <li>101 Like Susan's peas?</li> <li>102 One and only</li> <li>103 Grand race?</li> <li>104 Stromboli spilth</li> <li>105 Clipping, maybe</li> <li>106 Cheeseboard favorite</li> <li>108 Jack London's Capt. Larsen</li> <li>109 U.S.</li> <li>110 College party garb</li> <li>111 Pitchers' stats</li> <li>112 Cubs' Sandberg</li> </ol> |
|--|--|--|--|---|---|



And laugh'd and shouted, "Lost! lost! lost!" —Sir Walter Scott

ANSWER, PAGE 68



**Directions:** Find your way from the bottom of the maze to the center.



# CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 66

## PUZZLE 1 BY SCOTT MARLEY

### ACROSS

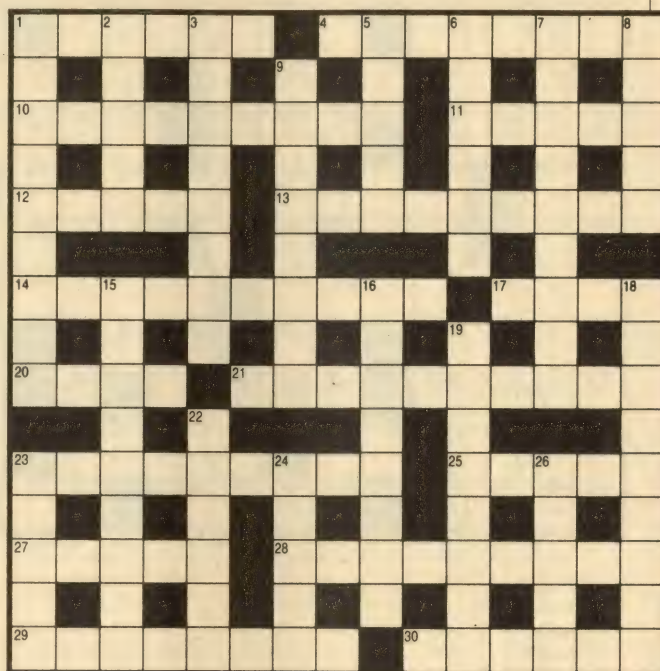
- 1 Machine-gun faster cuckoo (6)
- 4 Sit on a horse, with traveler's extremities in saddle (8)
- 10 Related to smell from ol' plant (9)
- 11 Plane's captain returning to rim (5)
- 12 Twangy Houston-based group at end of recital (5)
- 13 Fraction in open division, for example (9)
- 14 Data found in least common tropical region (4,6)
- 17 Dismantle part of round object (4)
- 20 Departed from port (4)
- 21 Demon aviators with true handicap (10)

- 23 Dines inside without gritty feeling (9)
- 25 Food that's hot or cold, it's said (5)
- 27 Yale student flipped over Spielberg movie: "The best!" (5)
- 28 Nag her kin drunkenly for yen (9)
- 29 Upset unconcealed vase (8)
- 30 Moor from strange rancho (6)

### DOWN

- 1 Rogue getting tangled curls done (9)
- 2 Nasty first quarrels (5)
- 3 Line up, in fact, for cosmetic surgery (8)
- 5 Herb's tempo is heard (5)

- 6 Seem to be a nobleman, by the sound of it (6)
- 7 Flirting at Democratic coalition (9)
- 8 Consumed in fire at end (5)
- 9 Laugh at journal by batter, made into 3-D picture (8)
- 15 Chic aficionado with Scrabble piece is childish (9)
- 16 Co-star of "Holden, W." in *Sunset Boulevard*—the last performance (4,4)
- 18 You can't start on Roy Rogers' horse in a canoe (9)
- 19 Rend lacy slips to remove stains (3-5)
- 22 Snorkeler is on



- 23 I transcribe notes! (5)
- 24 One is knocked out from either anesthetic (5)
- 26 Flower hawkler, initially from Dublin (5)

## PUZZLE 2 BY EMILY COX AND HENRY RATHVON

### ACROSS

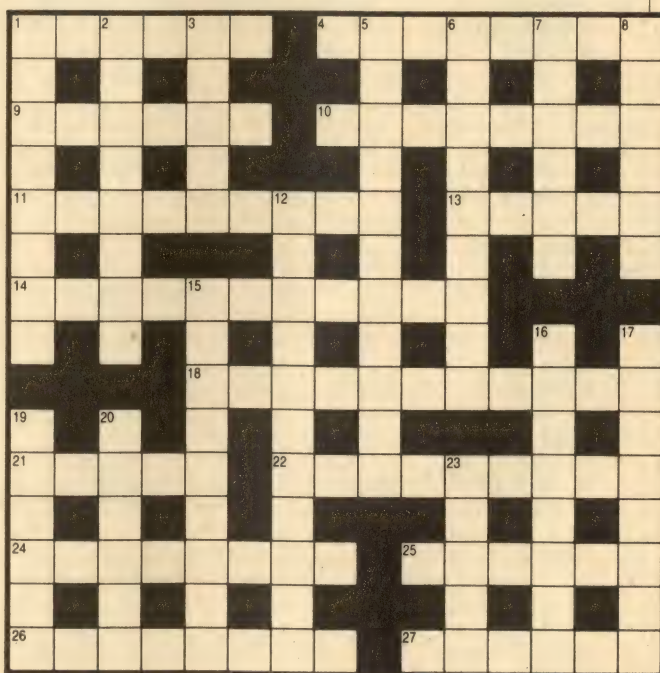
- 1 Catch a bit of sun? 'Course (6)
- 4 Fainting fit makes Expo play badly (8)
- 9 A horse running on the beach (6)
- 10 Threateningly wave cereal bowl (8)
- 11 Inaction's bad for a composer (9)
- 13 Hirt with single solo (5)
- 14 Uniform returned, getting ripped nonstop (5-6)
- 18 Moving forward, notice truck stick (11)
- 21 Wet yarn I wound (5)
- 22 Cherished animal given wrong Derby date (5,4)

- 24 Bronco-buster gets dollar, and a shortened cheer (8)
- 25 Delay some of impish elves (6)
- 26 Around middle of web, horrible spiders spread out (8)
- 27 Yellow-colored \$1000 bill from long ago (6)

### DOWN

- 1 People who can endure hardships without taking part (8)
- 2 Tape he's brought into a seedy bar (8)
- 3 About 101 leading record company (5)

- 5 Awful trepidation in being set apart (11)
- 6 Five-pointed star makes writer snarl (9)
- 7 Newspaperman and alien rioted (6)
- 8 Chop grass up for Old Testament deity (6)
- 12 Tavern on *Cheers* has new ideas (11)
- 15 Unoriginal daydream: flying Eastern (5-4)
- 16 Beautiful woman in scarlet acted contrary (8)
- 17 Runt goes casting about for fish (8)
- 19 Searched for plot (6)



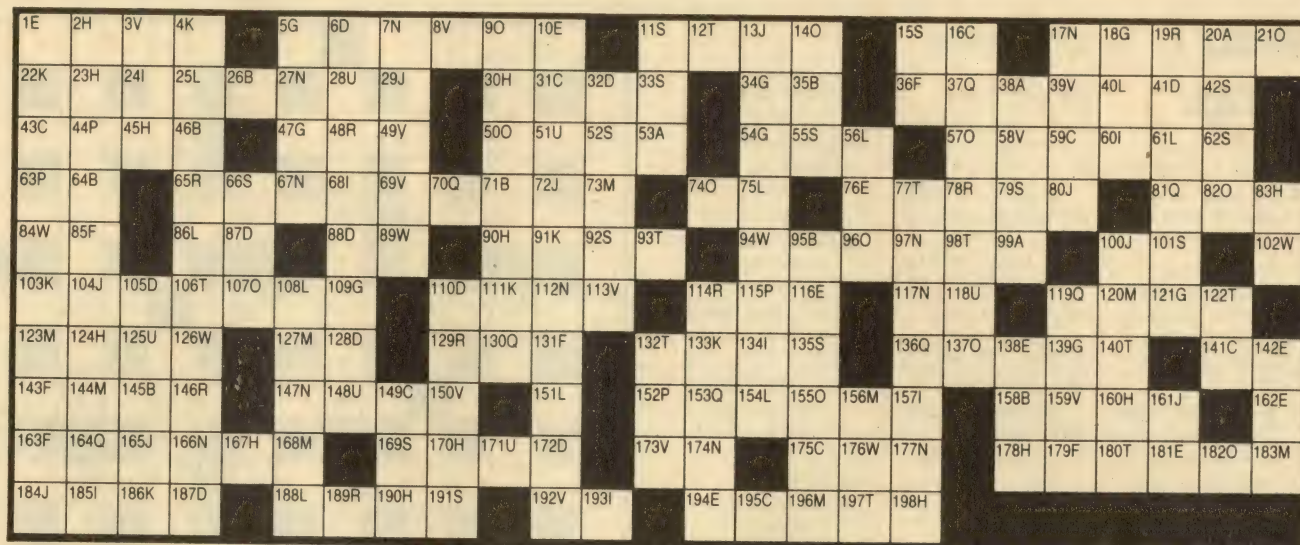
- 20 Endlessly talk about Olympic event (6)
- 23 Brute is mostly a hooligan at heart (5)



Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 62



- |  |  |
|--|--|
| <p><b>A.</b> Houston or New Orleans stadium feature<br/>38 20 99 53</p> <p><b>B.</b> Right away (3 wds.)<br/>95 145 26 158 71 35 64 46</p> <p><b>C.</b> Take notice (Lat., 2 wds.)<br/>16 31 43 59 141 149 175 195</p> <p><b>D.</b> Three-time women's singles winner at Wimbledon (hyph.)<br/>6 32 41 87 88 105 110 128 172 187</p> <p><b>E.</b> Logically, it should be #7 instead of #9<br/>1 10 76 116 138 194 162 181 142</p> <p><b>F.</b> Make beloved<br/>163 179 131 85 143 36</p> <p><b>G.</b> Patronage based on family favoritism<br/>18 121 5 34 54 139 109 47</p> <p><b>H.</b> Cyndi Lauper platinum album of 1984 (3 wds.)<br/>90 170 45 198 167 2 23 83 124<br/>160 178 190 30</p> <p><b>I.</b> Beseech<br/>24 60 68 134 157 185 193</p> <p><b>J.</b> Star of <i>Eight Is Enough</i> (2 wds.)<br/>13 100 72 104 165 161 184 29 80</p> <p><b>K.</b> About March 21 or September 22<br/>4 22 91 111 186 133 103</p> | <p><b>L.</b> English actor and playwright (<i>Hay Fever</i>) (2 wds.)<br/>108 86 56 40 61 75 188 151 25 154</p> <p><b>M.</b> Legendary Sumerian king<br/>127 144 156 73 196 123 168 183 120</p> <p><b>N.</b> Prohibited; like a tired kangaroo? (3 wds.)<br/>7 17 177 174 112 27 147 166 117<br/>97 67</p> <p><b>O.</b> Lillian Hellman play and movie (with "P") (2 wds.)<br/>74 137 82 57 50 107 9 155 182<br/>14 21 96</p> <p><b>P.</b> See "O"<br/>44 63 115 152</p> <p><b>Q.</b> Natural reaction, as for survival<br/>37 70 81 119 153 130 164 136</p> <p><b>R.</b> "Goodnight, Mrs. _____, wherever you are."<br/>19 48 65 78 114 129 146 189</p> <p><b>S.</b> In close cahoots (3 wds.)<br/>169 55 66 92 135 15 101 191 11<br/>79 33 52 62 42</p> <p><b>T.</b> Artist of <i>100 Soup Cans</i> (2 wds.)<br/>12 197 180 122 132 106 140 93 98 77</p> <p><b>U.</b> Units of bread<br/>28 118 51 148 171 125</p> <p><b>V.</b> <i>SNL</i> alumnus, star of <i>Trading Places</i> (2 wds.)<br/>69 173 39 192 113 3 159 150 8<br/>58 49</p> <p><b>W.</b> Newsworthy suburb of Johannesburg<br/>84 89 94 102 126 176</p> |
|--|--|



Each set of clues below leads to three seven-letter words that are identical except for one letter (like **CONTENT**, **CONTEST**, and **CONTEXT**). The letter that's different is given for each word. Can you fill in the blanks with the letters that are the same?

ANSWERS, PAGE 68

1. European game bird B \_ \_ \_ \_ \_
- Pudding-like filling C \_ \_ \_ \_ \_
- Hot dog topping M \_ \_ \_ \_ \_
2. Rough, confused fight C \_ \_ \_ \_ \_
- Mix the deck H \_ \_ \_ \_ \_
- Fluffy baked dish O \_ \_ \_ \_ \_
3. Crime boss, e.g. B \_ \_ \_ \_ \_
- Like better brownies I \_ \_ \_ \_ \_
- Frankenstein creation N \_ \_ \_ \_ \_
4. Decorative flowerpot N \_ \_ \_ \_ \_
- Wall-coating stuff S \_ \_ \_ \_ \_
- Serving tray T \_ \_ \_ \_ \_
5. Battle horse G \_ \_ \_ \_ \_
- Smooth talker M \_ \_ \_ \_ \_
- Constitution T \_ \_ \_ \_ \_
6. Egotism I \_ \_ \_ \_ \_
- Idea P \_ \_ \_ \_ \_
- Symphony performance R \_ \_ \_ \_ \_
7. Moved nimbly D \_ \_ \_ \_ \_
- Beard hair R \_ \_ \_ \_ \_
- Scotch, for one Y \_ \_ \_ \_ \_

## THE WORLD'S MOST ORNERY CROSSWORD

BY ERNST THEIMER

### Gallimaufry

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 49. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 48).

### HARD CLUES ★★★

#### ACROSS

- |   |   |                                    |
|---|---|------------------------------------|
| 1 Shut (up)                             | 87 Declaims                               | 148 Dovetail part                  |
| 5 Belushi persona                       | 88 Protection                             | 150 Rapscallion                    |
| 12 Mysterious kind of ink               | 91 "Arrivederci" city                     | 153 Prefix with cast or scope      |
| 24 Slivovitz source                     | 92 Buck's mate                            | 154 Priestly blessing              |
| 25 Towering                             | 93 More than right?                       | 155 Harassed                       |
| 26 Prosaic                              | 95 Decorator's desiderata                 | 158 Oswego's water                 |
| 27 1975 James Taylor hit                | 97 Sing songsong?                         | 160 Flattering                     |
| 29 Fish: sashimi :: beef: _____         | 99 Iter                                   | 164 Returning the next day         |
| 30 Roil                                 | 100 Once, once                            | 166 <i>Déjà vu</i> cause           |
| 31 Go with it                           | 102 Kipling's Ortheris, and Mulvaney      | 167 Expiration                     |
| 32 Mosey, old-style                     | 103 Crazy as _____                        | 168 Da Vinci patron                |
| 33 Fantasy author Michael               | 104 Features of some pumps                | 169 Entrepreneur with no overhead? |
| 34 Cyst                                 | 107 Byron's always                        | 170 Showed contempt                |
| 35 Spasm                                | 108 Traduced                              | 171 Practice pugilism              |
| 37 Drainage pit                         | 111 Old bean's bean?                      |                                    |
| 38 Melodies to be sped through          | 112 Emulated Lindy                        |                                    |
| 41 Piggy's squeal?                      | 114 Medical immobilizer                   |                                    |
| 42 Leftover leftovers                   | 115 Long-lasting sandwich                 |                                    |
| 47 Pasha's office                       | 117 Pass on                               |                                    |
| 49 _____ mobility                       | 120 Like a pea-soup fog                   |                                    |
| 52 Inhaled                              | 121 Yukon native: Abbr.                   |                                    |
| 54 Columlike                            | 123 Flat-bottomed barges                  |                                    |
| 59 Father of Hector                     | 125 Only fish?                            |                                    |
| 60 Early communist                      | 126 "_____ shall serve him": Psalms 22:30 |                                    |
| 61 Draft in a flat                      | 128 Bagman?                               |                                    |
| 63 Golfer's target                      | 131 Clear the tape                        |                                    |
| 64 Dance fee?                           | 132 Surveyor, of a sort                   |                                    |
| 68 Erhard course                        | 134 Pillages                              |                                    |
| 69 "_____ the space of _____": Malherbe | 137 Mensa requisite                       |                                    |
| 71 Ulm's duchy                          | 138 Alley in Hollywood                    |                                    |
| 73 Vintner's prefix                     | 140 Trauma                                |                                    |
| 74 Cowcatcher?                          | 141 Attempt                               |                                    |
| 76 Use the oven beforehand              | 142 Marathoner's need                     |                                    |
| 78 Mispickel or galena                  | 146 1/16 rupee, once                      |                                    |
| 79 Putting on heirs                     |   |                                    |
| 81 "Here _____!" (starting words)       |   |                                    |
| 83 Tax-office actions                   |   |                                    |

#### DOWN

- |                               |                         |                             |
|-------------------------------|-------------------------|-----------------------------|
| 1 "Nertz!"                    | 2 Encomium              | 3 Awkward type of situation |
| 4 Criterion                   | 5 Churned               | 6 Native Arabian ruler      |
| 7 Opposite of <i>ohne</i>     | 8 Venn diagram category | 9 '20s chessmaster Richard  |
| 10 Blackbirds                 | 11 "_____ girl!"        | 12 Checks for fingerprints  |
| 13 Crash                      | 14 Shore dinner         | 15 Strike _____ medium      |
| 16 Pet-shop buy               | 17 Opportune            | 18 JFK initials             |
| 19 Part of 18-Down, for short | 20 Bar mitzvahs, e.g.   |                             |



# THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

Don't Peek  
Until You Read  
Page 47!



## EASY CLUES ★

### ACROSS

- 1 Confined, with "up"  
5 Japanese warrior  
12 Vanishing  
24 \_\_\_ gin fizz  
25 Famous  
26 Not stacy  
27 Gleason tag line: 4 wds.  
29 Raw beef entree: 2 wds.  
30 Stir up  
31 Foreign travel permit  
32 Mosey: Obs. (PRATE anag.)  
33 *The Never-Ending Story* author (NEED anag.)  
34 Old English W (NEW anag.)  
35 Pang  
37 Cesspool  
38 Magician's words  
41 Tiny  
42 Fragments of bread  
47 Pasha's realm (HIDE SPY anag.)  
49 Toward the top  
52 Sounded an "h"  
54 Architectural pier (RIP SLATE anag.)  
59 Last king of Troy (I'M PAR anag.)  
60 Ancient ascetic (SEE SEN anag.)  
61 Landlord's document  
63 \_\_\_-in-one  
64 Dime: 2 wds.  
68 Superlative ending  
69 "Sure, 'tis like \_\_\_ in spring": 2 wds.
- 71 Medieval German duchy (I WAS A.B. anag.)  
73 Wine: Prefix  
74 Lasso  
76 Cook beforehand in the oven  
78 Native mineral  
79 Patronage to relatives  
81 "\_\_\_ to Pieces" (1965 hit): 2 wds.  
83 Ratings  
87 Raves  
88 Military hardware  
91 Capital of *Italia*  
92 Bambi, e.g.  
93 Stupid  
95 Portable stairs  
97 Chant  
99 By way of  
100 Formerly, old-style  
102 Gls  
103 Crazy as \_\_\_ 2 wds.  
104 They hold shoes on: 2 wds.  
107 Always, poetically  
108 Defamed  
111 Place to 'ang your 'at?  
112 Steered the plane  
114 Broken-bone brace  
115 Underwater vehicle  
117 Pass, as time  
120 Thick, as trees  
121 Igloo dweller: Abbr.  
123 The Bics one flicks  
125 Shoe bottom  
126 Plant \_\_\_ (sow): 2 wds.  
128 Baggage porter  
131 Rub out

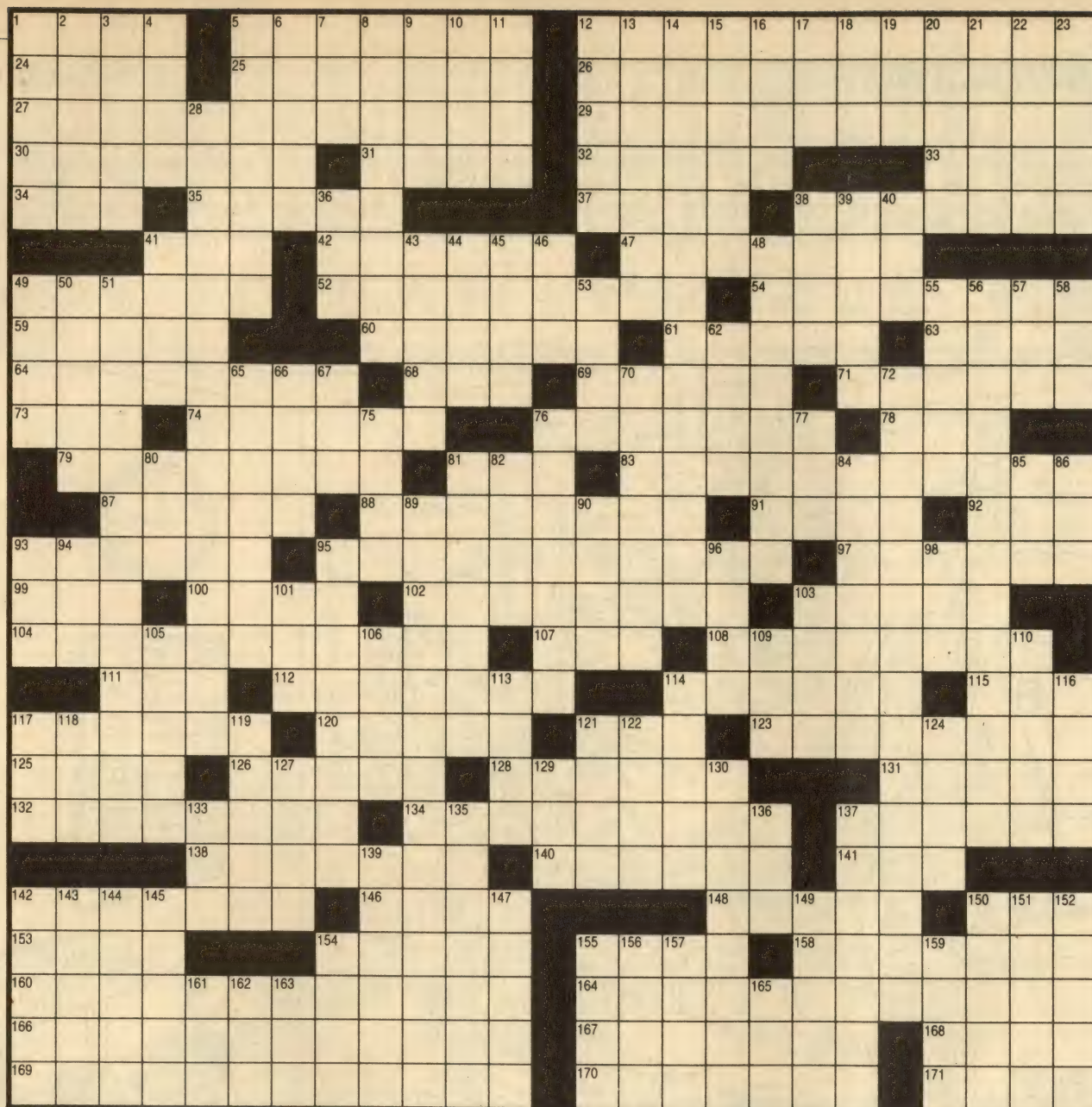
- 132 Gallup or Roper, e.g.  
134 Plunders  
137 Intelligence: Sl.  
138 Actress Alley of *Star Trek II*  
140 Emphasize  
141 Soft drink  
142 Power to keep on going  
146 "I" in *The King and I*  
148 Mortise's partner  
150 Mongrel  
153 Prefix with phone or vision  
154 Priestly blessing (A DUNK anag.)  
155 Took the bus  
158 Toronto's province  
160 Currying favor  
164 Sleeping out  
166 Repeat happening  
167 Leave this earth  
168 Princely Italian family (TEES anag.)  
169 Sidewalk businessperson: 2 wds.  
170 Harrumphed  
171 Mast

### DOWN

- 1 Exclamation of annoyance  
2 Funeral oration (OGLE + E anag.)  
3 \_\_\_ situation (complete bind)  
4 Exam  
5 Boiled  
6 Mideast chieftain (MARE + E anag.)  
7 Cambridge university: Abbr.
- 8 Cosmos  
9 Eponym of a chess opening (TIER anag.)  
10 Blackbirds (SAIN anag.)  
11 "\_\_\_ bird! \_\_\_ plane!": 2 wds.  
12 Powders  
13 Trespass  
14 Seafood delicacy: 2 wds.  
15 "Put on \_\_\_ Face": 2 wds.  
16 Small dog, for short  
17 Emcee Sajak  
18 Greek vowel  
19 Incoming: Abbr.  
20 Ceremonies  
21 "(\_\_\_ Get No) Satisfaction": 2 wds.  
22 Henner's *Taxi* role  
23 Group songs  
28 Fruit patch sowings: 2 wds.  
36 Wood sorrel (ACO anag.)  
38 Upsilon's followers  
39 Annoys  
40 Group that measures hwy. MPG: Abbr.  
41 Female GI of WW2  
43 Tip over  
44 Fail to hit  
45 Novelist Harte  
46 \_\_\_ Francisco  
48 Schooner sails  
49 Look \_\_\_ (admire): 2 wds.  
50 Smooth the feathers  
51 "No consolation prizes" situation: 3 wds.  
53 Rip

- 55 Portion  
56 Talk incessantly to: 4 wds.  
57 Actor Wallach  
58 New Deal prog. (ARE anag.)  
62 Significant times  
65 Won't shut up (TEN RATS anag.)  
66 Baseball's Speaker  
67 Bro's sib  
70 Ramble aimlessly  
72 Usual *Ladies Home Journal* cover model: 4 wds.  
75 He loves: Lat.  
76 Used a fragrant hair dressing  
77 That thing: Sp.  
80 French commune (UPA anag.)  
81 Taxes  
82 "Unmitigated" nerve  
84 Happy-faced  
85 2000 pounds  
86 Perceive  
89 Retaliates similarly: 3 wds.  
90 Adams or Sedgwick  
93 Eggs: Lat.  
94 Storage area  
95 They take big steps  
96 Initials after an invitation  
98 You: Fr.  
101 "The racer's edge"  
103 Others: Lat.  
105 Boutonniere location  
106 Sheltered  
109 Unwell  
110 Ventured, poetically
- 113 Architect Saarinen  
114 Shoe on wheels  
116 Talks nonsense, politely  
117 Kreskin's field  
118 Old card game  
119 Have a home-cooked meal: 2 wds.  
121 Fix a manuscript  
122 Injury memento  
124 Snare  
127 Twice, it follows "Que"  
129 Elevated trains  
130 One who annoys  
133 Emulate Jean-Claude Killy  
135 Contrition  
136 U-turn from NNW  
137 Gave a hospital bath to  
139 Make tight  
142 Mixes, with a spoon  
143 Palindromic doctrine  
144 Chilly sensation (LARGO anag.)  
145 Choreographer Cunningham  
147 Ire  
149 Din  
150 Firm and fresh  
151 Utah range (A UNIT anag.)  
152 007 portrayer Moore  
154 Challenge  
155 Fishing poles  
156 Microwave, e.g.  
157 Art \_\_\_ (old art style)  
159 Detests, in Soho  
161 King-topper  
162 Egypt's boy king  
163 Berlin, to his pals  
165 Singer \_\_\_ "King" Cole





ANSWER, PAGE 62

## HARD CLUES (CONT'D)

- |                               |   |                                   |                                |                                |                            |
|-------------------------------|---|-----------------------------------|--------------------------------|--------------------------------|----------------------------|
| 21 Defeatist's motto          | 49 Doing                                  | 76 Used a perfumed ointment       | 98 <i>Vous</i> , familiarly    | 122 Cicatrix                   | 149 Static                 |
| 22 <i>Taxi</i> driver         | 50 Make sleek                             | 77 That, in Barcelona             | 101 Mescalinelike drug         | 124 Golf hazard                | 150 <i>The Naked Civil</i> |
| 23 Jubilations                | 51 Ultimate stakes gamble                 | 80 Birthplace of Henry IV         | 103 <i>Et</i> follower         | 127 Hospital fluids            | Servant author             |
| 28 Some contest projectiles   | 53 Lachrymal drop                         | 81 Racehorse handicapping weights | 105 Where to plant a carnation | 129 Tracks up?                 | 151 Kings Peak's range     |
| 36 Goose, to Guglielmo        | 55 Wall Street buy                        | 82 Chutzpah                       | 106 Out of the storm           | 130 Nuisance                   | 152 Radioer's "okay"       |
| 38 Sorority letters           | 56 Aim of a chatterbox                    | 84 Riant                          | 109 "___ be!"                  | 133 Emulate the Mahres         | 154 Colonial Virginia      |
| 39 Rubs the wrong way         | 57 Yalie                                  | 85 Heavyweight?                   | 110 Took a chance              | 135 Sackcloth and ashes        | 155 320 ___ = 1 mile       |
| 40 Pollution watchdog org.    | 58 Singer Chris                           | 86 Spot                           | 113 First name in architecture | 136 Manchester-to-London dir.  | 156 Furnace                |
| 41 WW2 distaff grp.           | 62 Mound stats.                           | 89 Gives tit for tat              | 114 Emulate Scott Hamilton     | 137 Mooched                    | 157 '30s art style         |
| 43 Underdog victory           | 65 Gabs away                              | 90 Jean Stein book                | 116 Shoots the bull            | 139 Take up the slack          | 159 Roscoe of old movies   |
| 44 Mile equivalent?           | 66 Speaker of Cooperstown                 | 93 Egg cells                      | 117 Second sight, maybe        | 142 Hoosegows                  | 161 Rickenbacker, e.g.     |
| 45 Bart Maverick's brother    | 67 ___ for "Sierra"                       | 94 Coal box                       | 118 Privy                      | 143 Dogma                      | 162 "Tsk-tsk"              |
| 46 Suffix in Japanese address | 70 Labyrinth                              | 95 Water insects                  | 119 Decline a restaurant offer | 144 Chill                      | 163 Columnist Kuppinet     |
| 48 Fore-and-aft sails         | 72 <i>Good Housekeeping</i> cover feature | 96 "Let me know if you're coming" | 121 Tend a text                | 145 Cunningham of modern dance | 165 Slave Turner           |
|                               | 75 Latin I word                           |                                   |                                | 147 A Deadly Sin               |                            |



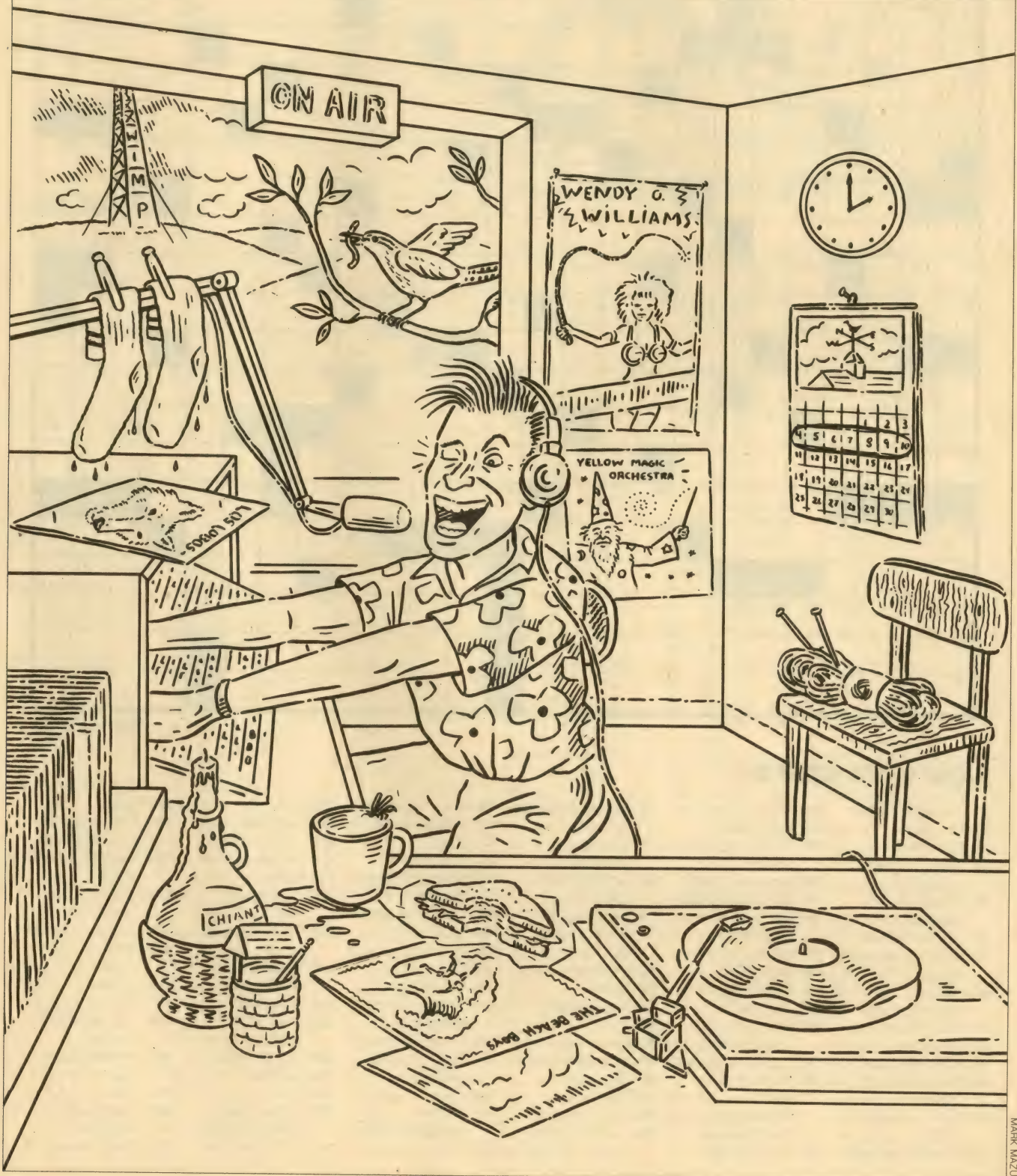
## RADIO ACTIVITY ★ ☆

BY MARK MAZUT

Radio deejay Ron Röcker has locked himself in the studio to protest his station's call letters—WIMP. "I'm not leaving until management approves a new name," he's saying right now at typical breakneck speed. "Let's open those phone lines for some suggestions."

Actually, phone calls won't be necessary. Located around the studio are 20 things with four-letter names starting with w, all of which could be used as station call letters. For example, the Los Lobos album cover near the mike suggests WOLF. How many of the other "Top 20" possibilities can you find?

ANSWERS, PAGE 62





# TRUMP'S GENERAL STORE

## JIGSAW • PUZZLE



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**COLLAGE BY JOHN CRAIG**

**You are about to enter a world where everything comes in threes. The 42 images on these pages suggest familiar threes, thirds, or triples. For example, the picture of Orson Welles in the upper left corner is from the film *The Third Man*. How many of the others can you spot?**

ANSWERS. PAGE 65





# A HERCULEAN ATLAS QUIZ

by Paddy Smith

The questions in this quiz range from tricky to nearly impossible. Good guessing, though, may help the less "worldly" keep up with those who study globes and atlases in their spare time.

Bonus questions add 15 points to the theoretically perfect score of 100. Score yourself as follows:

- 100 or more: Sir Edmund Hillary
- 75-99: Marco Polo
- 50-74: Amelia Earhart
- 25-49: Christopher Columbus
- 10-24: Dr. Livingston
- 0-9: Wrong-Way Corrigan

ANSWERS, PAGE 62

## FOLLOWING DIRECTIONS

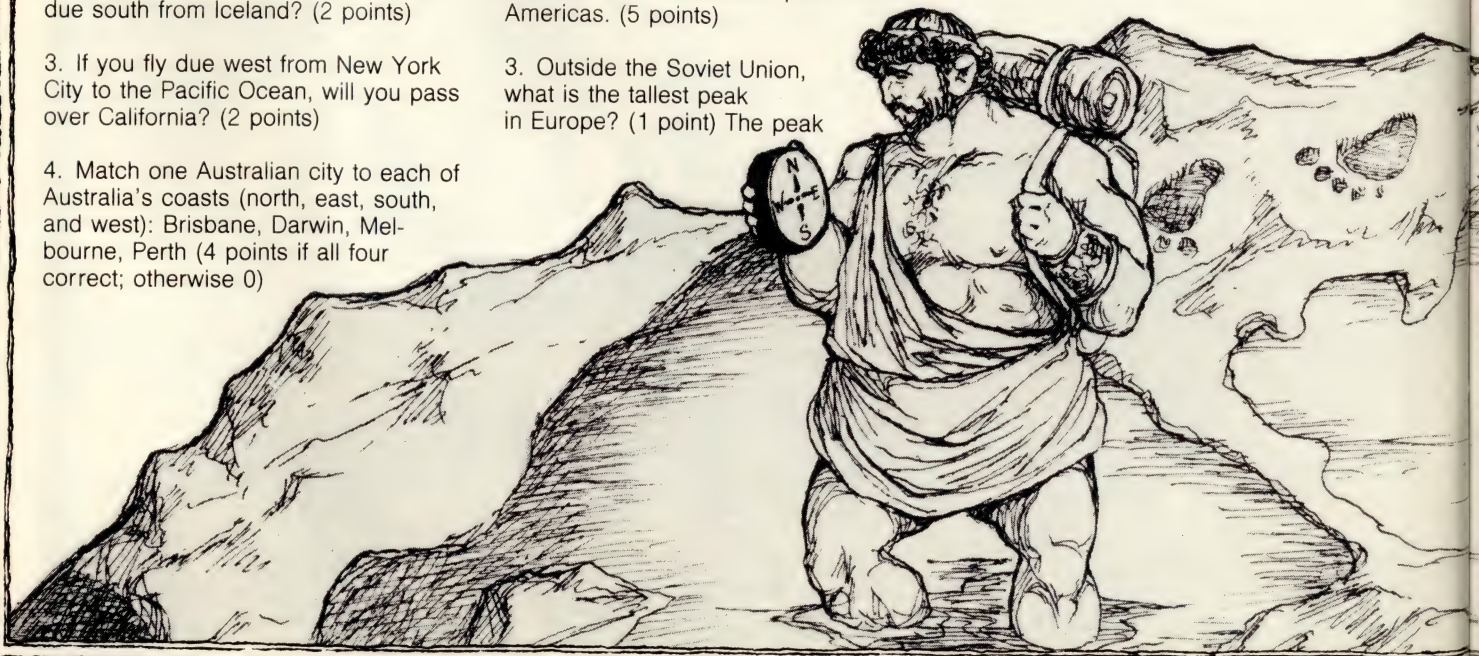
1. If you fly due south from the western border of the state of New York to the Equator, you will just miss passing over Florida. But will you pass east or west of Florida? (2 points)
2. Which one of the following continents—Africa, Europe, or South America—is it possible to reach by sailing due south from Iceland? (2 points)
3. If you fly due west from New York City to the Pacific Ocean, will you pass over California? (2 points)
4. Match one Australian city to each of Australia's coasts (north, east, south, and west): Brisbane, Darwin, Melbourne, Perth (4 points if all four correct; otherwise 0)

## UPHILL CLIMBING

1. Mount Everest is on the border of what two countries? (2 points each)
2. Nine of the 10 highest peaks in the Americas are found in what two countries? (2 points each)  
**BONUS:** In what country is the other peak? (3 points)  
**BONUS:** Name the tallest peak in the Americas. (5 points)
3. Outside the Soviet Union, what is the tallest peak in Europe? (1 point) The peak

is near the borders of what three countries? (1 point each)

4. Mt. Ararat, famous for expeditions to find Noah's Ark, is near the border of what three countries? (1 point each)
5. In what country is Mt. Ararat's peak? (1 point)





## BETWEEN THE LINES

1. Which of the following pairs of states, provinces, or countries share a border? Don't count members of a pair as bordering one another if they are separated by a lake, sea, or ocean. (1 point each)

Michigan and Illinois  
Colorado and Nebraska  
British Columbia and Montana  
El Salvador and Nicaragua  
Austria and Switzerland  
Finland and Norway  
Bulgaria and the Soviet Union  
India and Iran  
Thailand and Vietnam  
Indonesia and Malaysia

2. Each of the following countries—Colombia, El Salvador, Nicaragua—has at least one coastline. But which of them have coastlines on the Atlantic (or Caribbean) side, which on the Pacific side, and which on both sides? (2 points each)

3. If you drove from Mexico to Colombia, you would pass through Costa Rica, Guatemala, Honduras, Nicaragua, and Panama—but in what order? (5 points for all correct; 0 otherwise).

4. All the following can be found in one geographical location: Princess Elizabeth Land, Rockefeller Plateau, General Belgrano, Leningradskaia. What is the location? (3 points)

## GOING THE DISTANCE

1. Rank the following places in distance from the Equator, from closest to farthest away: Australia, Ecuador, Tahiti, the Philippines, Mexico. (5 points if all are correct; otherwise 0)

2. Rank the following places in distance from the Equator, from closest to farthest away: the northern tip of Antarctica, the northern tip of the Soviet mainland, the northern tip of Alaska. (3 points if all are correct; otherwise 0)

3. Of the five cities that follow, which two are the farthest apart? (5 points)  
Auckland, New Zealand  
Beijing, China  
Buenos Aires, Argentina  
Philadelphia, U.S.A.  
Stockholm, Sweden

## TROPICS TOPICS

1. The Tropics, or Torrid Zone, is the region between the Tropic of Cancer and the Tropic of Capricorn, each of which lies approximately  $23\frac{1}{2}^\circ$  from the Equator. Which of the Tropic lines is north of the Equator? (1 point)

2. Nearly 2,400 miles of one of the Tropic lines lies within a single country. What's the country? (5 points)

3. Only one of the following countries—India, Madagascar, Mexico, Paraguay, the Philippines—lies completely within the Tropics. Which one? (2 points)

4. Only one of the following countries—Chile, China, Libya, Pakistan, South Africa—lies completely outside the Tropics. Which one? (2 points)

## AS BIG AS ALL OUTDOORS

1. The largest U.S. state in land area is Alaska, followed by Texas. What is the third largest? The fourth? The fifth? (1 point each)

2. The Soviet Union has the largest area of any country in the world. What are the second and third largest countries, in order? (2 points each)

3. The Soviet Union also borders (along with Iran) the world's largest lake, the misnamed Caspian "Sea." What are the second and third largest lakes in the world, in order? (2 points each)

**HINT AND BONUS:** Two countries border the second largest lake, and three countries border the third largest lake. For each of those five countries you can name, take 1 point.

## ISLAND-HOPPING

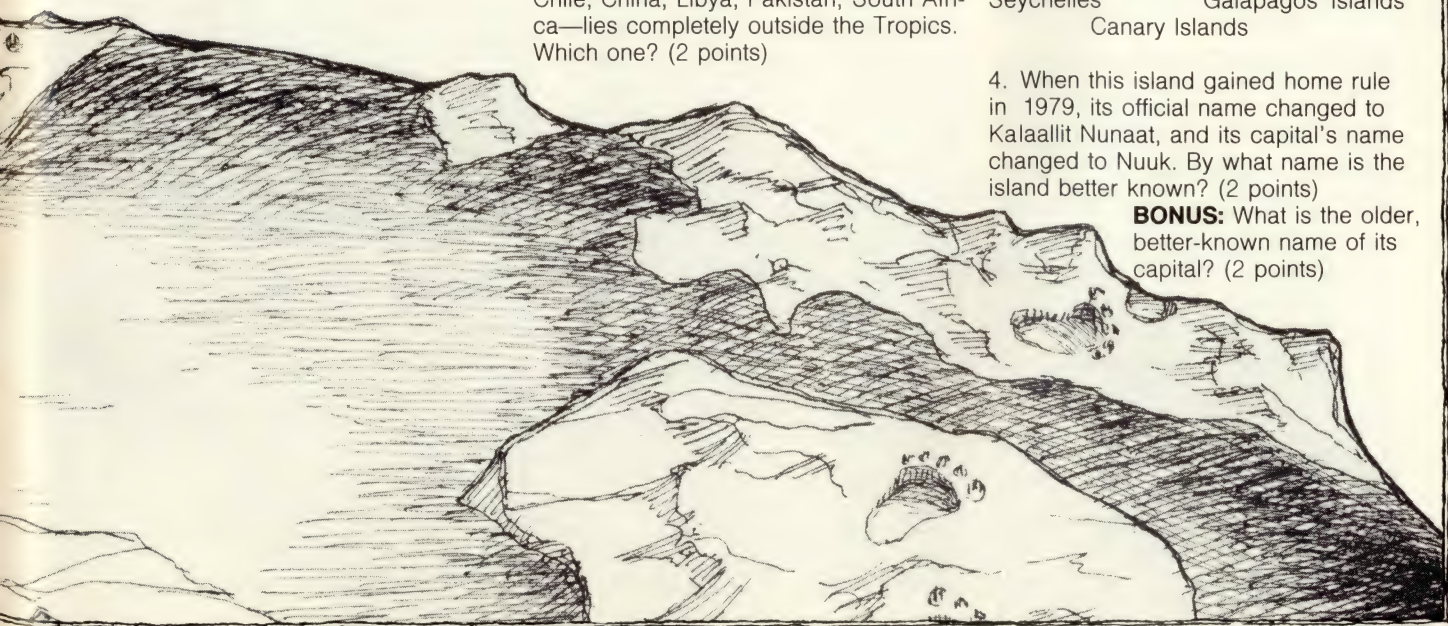
1. The world's largest island, by far, is Greenland. A single country owns parts of both the second and third largest islands in the world. Name the country (3 points) and the two islands, in order (2 points each)

2. The distance between Cuba's western and eastern tips is about the same as the distance between New York City and which one of the following: Philadelphia, Pittsburgh, or Chicago? (2 points)

3. In which ocean is each of the following? (1 point each)  
Easter Island      Christmas Island  
Seychelles      Galapagos Islands  
Canary Islands

4. When this island gained home rule in 1979, its official name changed to Kalaallit Nunaat, and its capital's name changed to Nuuk. By what name is the island better known? (2 points)

**BONUS:** What is the older, better-known name of its capital? (2 points)

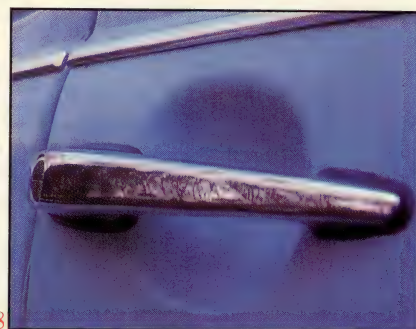
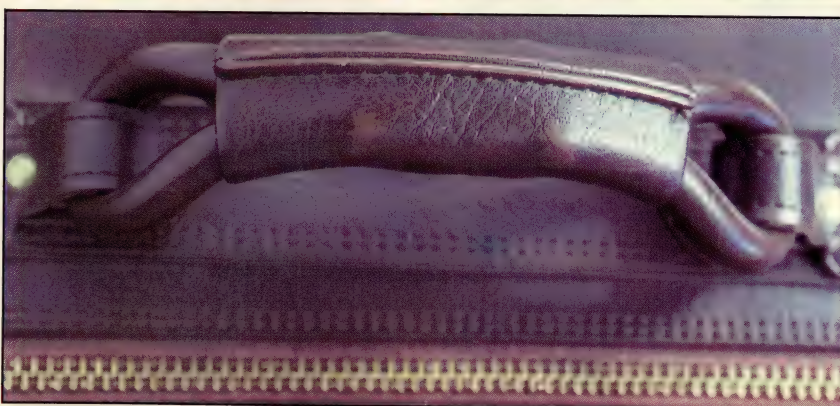
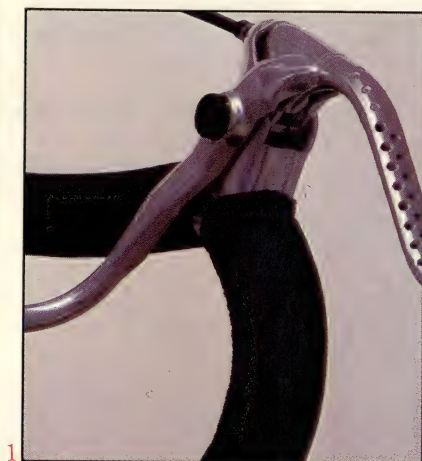




# HOLDING POWER

CAN YOU GET A HANDLE ON THE IDENTITIES  
OF THESE OBJECTS?

ANSWERS, PAGE 66





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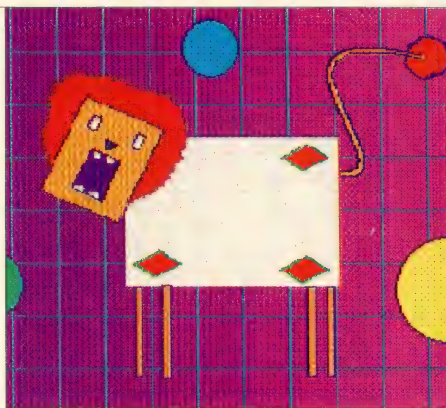
EDITED BY MIKE SHENK

## TOUGH NUTS SUIT YOURSELF

Four hands of 13 cards each were dealt from a standard deck—one for each of the players Spott, Duce, Trey, and Nave—for a game in which aces are high. Duce was dealt one card of each denomination, and the same number of cards of a certain suit as Trey. Trey's hand had no red cards and no face cards; Spott's had neither hearts nor spades, nor any card lower than a five. Nave held no black cards and no aces, but he had at least as many jacks as any of the others. Spott had the same number of cards in a certain suit as Duce—in this suit, Spott's cards were all higher than Duce's.

Can you reconstruct the contents of all four hands?

—Virginia McCarthy



## NUMBER PLAY EB & KNEES & IVORY

On his recent safari, Dr. Eb Tide noted that his group—both men and elephants—had a total of 100 knees and a total of 100 trunks. If each man packed three trunks and each elephant had the usual one, how many men and how many elephants were there?

—Karen Nimmons

## TRIVIA BY THE RULES

The lines below are excerpts from the rules of 10 popular games. Can you identify each game?

1. "The owner may not collect his rent if he fails to ask for it before the second player following throws the dice."

2. "A player may use his turn to exchange all, some, or one of the letters in his rack."

3. "All discs outflanked in any one move must be flipped, even if it is to the player's advantage not to flip them all."

4. "Neither the cubes nor the tray may be touched while the timer is on."

5. "At the beginning of your turn, you also receive armies for each continent you control."

6. "The token must land in the hub by an exact roll of the die."

7. "You may enter or leave a room either by rolling the die and moving through a door or by moving through a Secret Passage."

8. "Use any combination of the six colours. Use two or more Code Pegs of the same colour if you wish."

9. "A player may use a '4' card or a '10' card to move backward."

10. "ONE limb from ONE player only can occupy any one circle at ONE time."

—Trip Payne

## FOR THE RECORD CITY FOLKS

If each state given as a last name at right is replaced by a certain city in that state, you'll get the name of a well-known person. For example, in number 1, replacing *Ohio* with *Cleveland* leads to *Grover Cleveland*. Can you get the rest?

—O. J. Robertson

1. Grover Ohio
2. Douglas Alaska
3. Whitney Texas
4. Elizabeth Alabama
5. Melissa New Hampshire
6. Michael Mississippi
7. Tony Florida
8. John Colorado
9. Rick Illinois

## TEASERS U IS TO Y

Can you determine the relationship at work here, and supply the final term?

U is to Y as V is to V as W is to D as X is to E as Y is to W as Z is to ... what?

—Bob Stanton

## WORDPLAY THREE-FOR-ALL

We've taken some common phrases with three elements (like "ear, nose, and throat") and replaced each word with another word that commonly follows it. Thus, using the previous example, we might use "muffs, cone, and lozenge" (ear-muffs, nose cone, and throat lozenge). Can you determine the

original triplets from which each of the following sets was derived?

1. Alert, lightning, and jeans
2. Worm, chimes, and crackers
3. Magnetism, soup, and water
4. Jaw, exchange, and cactus
5. Warden, designer, and box
6. Fisher, bee, and hammer

—Theresa Sweeney

ANSWERS, PAGE 65

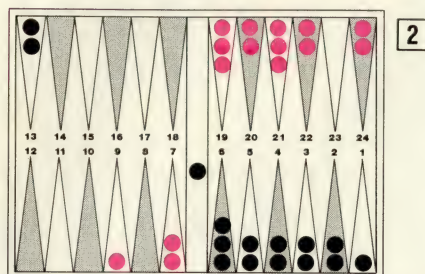


## BACKGAMMON

### A SWITCH IN TIME

In the backgammon position diagrammed here, Black, with one man on the bar, rolls 2-2. What is Black's best play?

—Bill Davis



## NUMBER PLAY

### SELF-REFERENCE

Fill in each blank in the following sentence with a digit lower than 7 so the statement is true: In this sentence, the number of occurrences of 0 is \_\_\_\_\_, of 1 is \_\_\_\_\_, of 2 is \_\_\_\_\_, of 3 is \_\_\_\_\_, of 4 is \_\_\_\_\_, of 5 is \_\_\_\_\_, and of 6 is \_\_\_\_\_.

—Guney Mentes

## TRIVIA

### SAY IT AGAIN

Each of the lines below is or was frequently uttered by a TV character. Can you identify the character and show for each?

1. "Sorry about that, Chief."
2. "Don't call me Chief!"
3. "Book 'em, Dano"
4. "De plane, Boss! De plane!"

5. "Live long and prosper."
6. "I love it when a plan comes together."
7. "Who loves ya, baby?"
8. "Just the facts, ma'am."
9. "Works for me."
10. "Sur-prahz, sur-prahz, sur-prahz!"

—Stephen Wienke

## WORDPLAY

### GETTING BUGGED

1. What seven-letter insect is also the name of a sport?
2. What six-letter insect is also the name of a tree?
3. If you join two world capitals together and remove the word cow, you get what insect?
4. Answer this question with the name of an insect: Who often co-starred with Spencer?
5. Replace each set of asterisks below with a different common four-letter word to get the name of an insect:

- a. WE\*\*\*\*
- b. \*\*\*\*ET
- c. T\*\*\*\*E

6. In a cryptogram, KOOKY might represent TEETH or ANNAL. What insect might POPEYE represent? And ANACONDAS?
7. Can you determine the three mystery words?: Words A and B are five letters long, and word C is six. Word A means "certain insects." Word B has a *homophone* that means "certain insects." Word C means "food for some insects." Take the singular of word C, move its last letter to the front, make the plural of the resulting word, and you get the homophone of word B. Words A and B differ by just one letter. As verbs, all three words mean "takes off." What are the words?

—M. R.

## IN OTHER WORDS

### MADE IN JAPAN

Ready for your Japanese lesson? Each of the six Japanese words below has the same meaning as the italicized word or phrase to its right. For example, KOKO means "here":

- KOKO "Do you sell raincoats *here*?"
- KOCHIRA "Please walk *this way*, madame."
- DONNA "*What kind of* raincoat did you have in mind?"
- SORE "I want a raincoat like *that one*."
- SONO "May I try on *that* raincoat?"
- DOCHIRO "*Which way* are the dressing rooms?"

Using these six Japanese words and their translations as a guide, can you match the italicized words and phrases in the sentences (1-9) at right to their Japanese equivalents (a-i)?

1. I like *this kind of* sushi.
  2. *Which* toothbrush is yours?
  3. I want *this one*.
  4. My father gave me *this* digital watch.
  5. Are you going to stay *there* overnight?
  6. We'll walk *that way* after the celebration.
  7. *Which one* do you want?
  8. *Where* is my hat?
  9. I've never seen *that kind of* haircut before.
- a. DOKO
  - b. DONO
  - c. SOCHIRA
  - d. KONNA
  - e. SOKO
  - f. KONO
  - g. DORE
  - h. SONNA
  - i. KORE

—Bob Stanton



## PRIVATE GAMES HEAD GAMES

We do our thinking not with one brain, but with two. We play chess with the part of our brain that does calculation, but in that other corner of our minds—where we encounter such characters as pink elephants and unicorns—resides all the equipment needed for playing Head Games.

Head Games are based on the theory that everyone projects an image, an aura, or a set of traits, and can therefore be classified (albeit with subjective and hence arguable results). Presented here are two of our favorite Head Games. In each we've classified some famous folks. After studying them, see if you can match the names that follow with the same classifications a group of GAMES editors arrived at.

### Cat and Dog Game

Given that Doris Day and John Denver are *day dogs*, Cary Grant and Barbra Streisand are *night dogs*, Katharine Hepburn and Rudolf Nureyev are *day cats*, and Jack Nicholson and Ava Gardner are *night cats*, can you classify Woody Allen, Faye Dunaway, Bruce Springsteen, and Grace Jones into these four categories?

### Color-Me Game

Ronald Reagan projects the color gray and Geraldine Ferraro a bright yellow. What colors do Prince, Sally Field, Prince Charles, and Boy George suggest to you?

Now you're ready to try Head Games with the people you know. The next time you're together with family or friends, tell them about Head Games, and mention crazy old Uncle Bert or someone's ex-boyfriend and see if the group can agree on how he should be classified.

—Albert L. Weeks

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# ANSWERS

## 50 RADIO ACTIVITY

The following call letters are suggested by the picture:

WALL  
WAND (on the poster)  
WARP (on the record)  
WASH (the wet socks)  
WASP  
WAVE (on the Beach Boys album)  
WEEK (circled on the calendar)  
WELL (pencil holder)  
WEST (on the weather vane)  
WHIP  
WICK (on the candle)  
WINE (bottle)  
WING  
WINK  
WIRE  
WOLF  
WOOD (the chair)  
WOOL  
WORM  
WREN

In addition, you may have found WAKE (behind the surfer) and WORD.

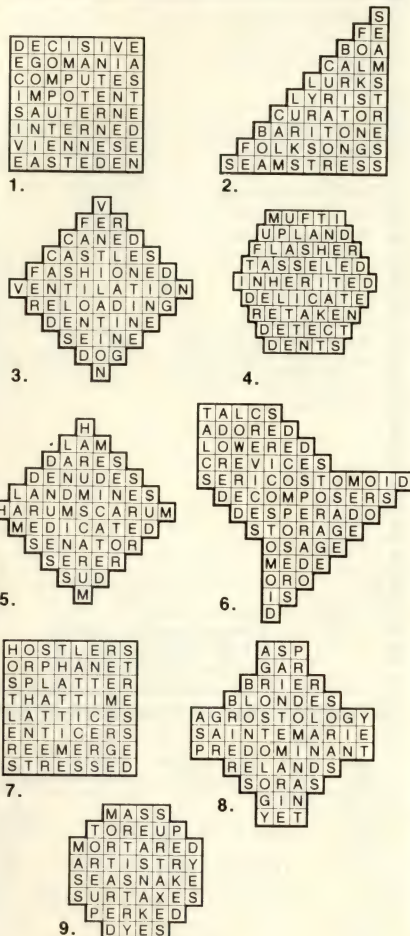
## 49 GALLIMAUFRY

PENT SAMURAI DISAPPEARING  
SLOE EMINENT UNTHEATRICAL  
HOWSWEETITIS STEAKTARTARE  
AGITATE VISA TRAPE ENDE  
WEN THROE SUMP PRESTOS  
WEB CRUMBS DEYSHIP  
UPWARD ASPIRATED PILASTER  
PRIAM ESSENE LEASE HOLE  
TENGENTS EST AMORN SWABIA  
OEN LARIAT PREBAKE ORE  
NEPOTISM IGO ASSESSMENTS  
RANTS ARMAMENT ROMA DOE  
OBTUSE STEPLADDERS INTONE  
VIA ERST SOLDIERS ALOON  
ANKLESTRAPS EER VILIFIED  
EAD PILOATED SPLINT SUB  
ELAPSE DENSE ESK LIGHTERS  
SOLE ASEED REDCAP ERASE  
POLLSTER SPOLIATES SMARTS  
KIRSTIE STRESS POP  
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TELE DUKAN RODE ONTARIO  
INGRATIATING OVERNIGHTING  
REOCCURRENCE DECEASE ESTE  
STREETVENDER SNORTED SPAR

## 26 BULL'S-EYE 20 QUESTIONS

- Aggregate
  - Shorts (Stroh's)
  - Evacuate (vacate)
  - Sometimes (sum + times)
  - Henchmen
  - Drano (*Dr. No*)
  - Pygmy
  - Thorn (north)
  - Faceful (faithful)
  - Unoriental
  - Queue
  - Read
  - Bartender (barter)
  - Suitcase
  - Male (female)
  - Maximized (M + M + D + X + I + I)
  - Toboggan (to bargain)
  - One (bone, cone, done, gone, hone, lone, none, pone, tone, zone)
  - Revolver
  - Outside
- The four unused words form the quote: "Moral victories don't count."

## 24 WORD GEOMETRY



Puzzle Credits: 1. C. B. Stewart, *The Ardmore Puzzler*, July 1, 1902; 2. Scott Marley; 3. E. J. McIlvane, *The Eastern Enigma*, May 1913 (revised); 4. F. P. Morse, *The Ardmore Puzzler*, July 1, 1902 (revised); 5. Leonard Shapiro, *The Enigma*, September 1936 (revised); 6. V. E. Beckley, *The Eastern Enigma*, December 1917; 7. Frank Brandt, *Mystic Tree*, February 1898; 8. C. W. Ferguson, *The Eastern Enigma*, June 1911; 9. Mike Shenk. Many old clues have been changed. Thanks to Murray Pearce for his help with research.

## 21 PASSWORDS

- Passport
- "Do Not Pass GO"
- A *Passage to India*
- Pass out
- Pass the buck
- Trespass
- Passé
- Passenger pigeon
- Impasse
- Passbook
- Bypass
- Make a pass at
- Passover
- Passages

## FAKE AD

The Fake Advertisement announced in the Table of Contents was for the Jensen Seed Company, and appeared on page 61. Idea by Robert Leighton, illustration by Roberta Pressel.

## 54 A HERCULEAN ATLAS QUIZ

### Following Directions

- East
- Africa
- Yes
- Darwin, north; Brisbane, east; Melbourne, south; Perth, west

### Uphill Climbing

- Nepal and China (Tibet)
- Chile and Argentina (all in the Andes mountains). The other peak is in Peru (also in the Andes). The tallest peak is Aconcagua, in Argentina.
- Mont Blanc; France, Italy, and Switzerland
- Turkey, the Soviet Union, and Iran.
- The peak is in Turkey.

### Between the Lines

- The touching pairs are: Colorado and Nebraska; British Columbia and Montana; Austria and Switzerland; Finland and Norway; Indonesia and Malaysia.

- Colombia, both; El Salvador, Pacific only; Nicaragua, both

- The order is: Guatemala, Honduras, Nicaragua, Costa Rica, Panama.

- Antarctica

### Going the Distance

- Ecuador (on the Equator; its name means "Equator"), the Philippines, Australia, Tahiti, Mexico

- Antarctica, Alaska, the Soviet Union
- Beijing and Buenos Aires, which are almost exactly at opposite ends of the globe

### Tropics Topics

- The Tropic of Cancer
- Australia
- The Philippines
- Pakistan

### As Big As All Outdoors

- California (third), Montana (fourth), New Mexico (fifth)
- Canada (second); China (third)
- Lake Superior (second), bordering the United States and Canada; Lake Victoria (third), bordering Kenya, Uganda, and Tanzania

### Island-Hopping

- Indonesia; New Guinea (second) and Borneo (third)
- Chicago
- Easter Island, Pacific; Christmas Island, take credit for either Pacific or Indian (two different islands have that name); Seychelles, Indian; Galapagos Islands, Pacific; Canary Islands, Atlantic
- Greenland; Gothab

## 46 DOUBLE CROSS

- |                     |                     |
|---------------------|---------------------|
| A. DOME             | M. GILGAMESH        |
| B. IN A JIFFY       | N. OUT OF BOUNDS    |
| C. NOTA BENE        | O. THE CHILDREN'S   |
| D. EVERT-LLOYD      | P. HOUR             |
| E. SEPTEMBER        | Q. INSTINCT         |
| F. ENDEAR           | R. CALABASH         |
| G. NEPOTISM         | S. THICK AS THIEVES |
| H. SHE'S SO UNUSUAL | T. ANDY WARHOL      |
| I. ENTREAT          | U. LOAVES           |
| J. VAN PATTEN       | V. EDDIE MURPHY     |
| K. EQUINOX          | W. SOWETO           |
| L. NOEL COWARD      |                     |

Some people have an unconquerable love of riddles. They may have the chance of listening to plain sense, or to such wisdom as explains life; but no, they must go and work their brains over a riddle, just because they do not understand what it means.—(Isak) Dinesen, *Seven Gothic Tales*



# THE GALLERY



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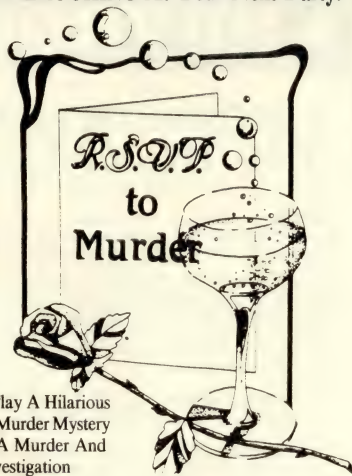
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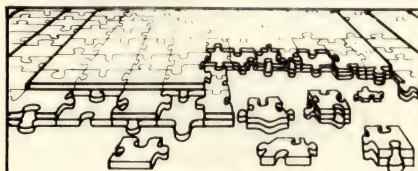
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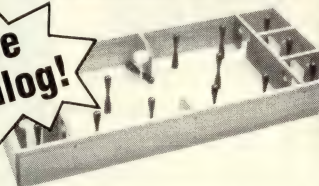
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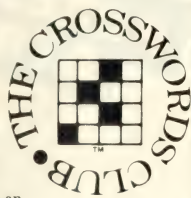


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— GAMES Magazine, May 1986

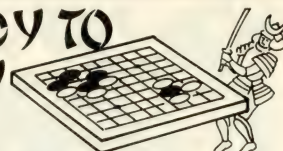
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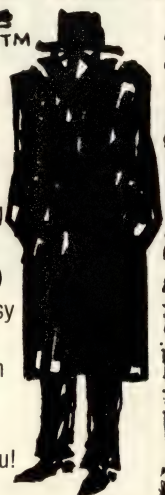
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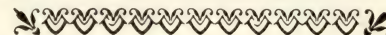
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## 52 TRIPLE PLAY

Left half, roughly from left to right and top to bottom:

- The Third Man* (Orson Welles)
- Superman III* (Christopher Reeve and Richard Pryor)
- The third planet (Earth)
- C-3PO (robot)
- DC-3 (airplane)
- Third baseman (George Brett)
- Triceps
- Trinity* (by Leon Uris)
- The Three Stooges (Curly)
- Triple-decker sandwiches
- Trefoil (on Boy Scout hat)
- Three-finger Boy Scout salute
- Trio (Mary Travers of Peter, Paul, and Mary)
- #3 (Babe Ruth's uniform number)
- Tripod
- Three feet (yardstick)
- Three-in-One oil (on TV screen)
- William Thurston Howell III
- 3 points (M's value in Scrabble)
- 3-ball (red ball on pool table)
- 3-course TV dinner
- 3-D glasses
- Third president (Thomas Jefferson)
- The Third Wave* (by Alvin Toffler)
- Trident gum
- Triplets (Richard Thomas on *People* magazine cover)

Right:

- Richard III (Laurence Olivier)
- Rocky III* (Sylvester Stallone and Mr. T)
- 3 Musketeers candy bar
- Three Dog Night (rock group)
- Triceratops
- Three Mile Island
- Three's Company* (Mr. and Mrs. Roper)
- Three-ring circus
- Tricycle
- Three Billy Goats Gruff*
- My Three Sons* (Fred MacMurray)
- Goldilocks and the Three Bears*
- Three Little Pigs*
- The Bermuda Triangle* (by Charles Berlitz)
- 3-M Scotch Tape
- Three-layer (or triple-layer) cake

## 16 CALL OUR BLUFF

The fake magazines are *Them* and *The Lions' Den*.

## 22 CELEBRITY CRYPTO-TRIVIA

1. JACK NICHOLSON . . . was close to forty when he learned that his "older sister" was in reality his mother . . . and that his "parents" were actually his grandparents.
2. YOKO ONO . . . grew up in Scarsdale, New York, and attended Sarah Lawrence college—two things she has in common with Paul McCartney's wife, Linda.
3. WILLARD SCOTT . . . the *Today* show's weatherman, began his career playing Bozo the Clown

and later originated Ronald McDonald.  
4. NANCY REAGAN . . . once costarred with hubby Ronald in General Electric Theater's production of a drama entitled "A Turkey For the President."

*Photo Credits:* Jack Nicholson, Nancy Reagan from UPI/Bettmann Newsphotos; Yoko Ono from AP/Wide World Photos; Willard Scott © National Broadcasting Company, Inc.

# WILD CARD ANSWERS

## SUIT YOURSELF

The four hands were:

- Spott—diamonds: A, K, Q, 10, 9, 8; clubs: A, K, Q, J, 7, 6, 5.
- Duce—spades: K, Q, J; hearts: A; diamonds: 7, 6, 5, 4, 3, 2; clubs: 10, 9, 8.
- Trey—spades: A, 10, 9, 8, 7, 6, 5, 4, 3, 2; clubs: 4, 3, 2.
- Nave—hearts: K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2; diamonds: J.

For a detailed explanation of the solution, send a stamped, self-addressed envelope to "Suit Yourself," GAMES, 1350 Avenue of the Americas, New York, NY 10019.

## CITY FOLKS

1. Grover Cleveland
2. Douglas Fairbanks
3. Whitney Houston
4. Elizabeth Montgomery
5. Melissa Manchester
6. Michael Jackson
7. Tony Orlando
8. John Denver
9. Rick Springfield

## U IS TO Y

The second letter in each pair represents the initial sound of the first letter; that is, "you" is to Y as "vee" is to V as "double-you" is to D, and so on. Thus, the final pair is "Z is to Z."

## EB & KNEES & IVORY

There were 30 men and 10 elephants.

## THREE-FOR-ALL

1. Red, white, and blue
2. Earth, Wind, and Fire
3. Animal, vegetable, and mineral
4. Lock, stock, and barrel
5. Game, set, and match
6. King, queen, and jack

## BY THE RULES

- |             |                    |
|-------------|--------------------|
| 1. Monopoly | 6. Trivial Pursuit |
| 2. Scrabble | 7. Clue            |
| 3. Othello  | 8. Master Mind     |
| 4. Boggle   | 9. Sorry           |
| 5. Risk     | 10. Twister        |

## SAY IT AGAIN

1. Maxwell Smart, *Get Smart*
2. Perry White, *The Adventures of Superman*
3. Steve McGarrett, *Hawaii Five-O*
4. Tattoo, *Fantasy Island*
5. Spock, *Star Trek*
6. Hannibal Smith, *The A-Team*
7. Theo Kojak, *Kojak*
8. Joe Friday, *Dragnet*
9. Rick Hunter, *Hunter*
10. Gomer Pyle, *The Andy Griffith Show* and *Gomer Pyle, U.S.M.C.*

## A SWITCH IN TIME

Three of the 2s are simple: Black enters on the 23-point and plays 13/9, hitting Red. The last 2 should be used to maximize Black's chance of closing his home board (assuming Red fails to enter on his next turn).

Moving 6/4 would give Black 17 ways to cover his 1-point on his next turn. 13/11 is slightly better, yielding 19 close-out throws.

But the correct play is for Black to cover the 1-point at the expense of creating a blot on his own 3-point (3/1)! It makes little difference whether Red enters on the 1-point or the 3-point; with Black's two additional outfield blots and Red's strong five-point board, either Red entry could easily get Black gammoned.

If Red remains on the bar, Black's nifty point-switch play produces 28 board-closing rolls.

## MADE IN JAPAN

- 1-d, konna
- 2-b, dono
- 3-i, kore
- 4-f, kono
- 5-e, soko
- 6-c, sochira
- 7-g, dore
- 8-a, doko
- 9-h, sonna

## SELF-REFERENCE

The number of occurrences of 0 is 1, of 1 is 4, of 2 is 3, of 3 is 2, of 4 is 2, of 5 is 1, and of 6 is 1.

## GETTING BUGGED

1. Cricket
2. Locust
3. Mosquito (Moscow, Quito)
4. Katydid (Katy, i.e., Katharine Hepburn, did)
5. a. Weevil  
b. Hornet  
c. Tsetse
6. Cicada; Cockroach
7. A. Flies  
B. Flees  
C. Leaves

## HEAD GAMES

Here's the consensus from a group of our editors: Cat and Dog Game: Woody Allen, day dog; Faye Dunaway, day cat; Bruce Springsteen, night dog; Grace Jones, night cat.

Color-Me Game: Prince projects purple (even without the obvious connection to his film *Purple Rain*, Prince is purple); Sally Field ranges from pale yellow to pink; Prince Charles is gray; Boy George is orange.

Of course, you may disagree with any of the above classifications; that's half the fun of Head Games.



# 10 LOGIC

## The Three Knights

From left to right: Damas is the blue knight, Cadore is the white knight, and Ector is the green knight.

## The Enchanted Sword

Regin made the pearl-and-gold sword.  
Siegfried made the opal-and-silver sword.  
Tallassin made the pearl-and-silver sword.  
Weland made the opal-and-gold sword.

## The Wizard's Tower

The chimera guards the North gate, the minotaur the West, the hydra the South, and the dragon the East. (The true statements are North's first, East's first and second, and West's second.)

## The Magic Rings

In the order the maiden put them on, from first to last:

The Ring of Protection, set with a carnelian, was on her pinkie.

The Ring of Healing, set with a garnet, was on her thumb.

The Ring of Valor, set with a beryl, was on her forefinger.

The Ring of Life, set with a ruby, was on her ring finger.

The Ring of Death, set with an onyx, was on her middle finger.

For a complete, detailed solution to The Magic Rings, send a stamped (39¢ postage) self-addressed envelope to: The Magic Rings, GAMES, 1350 Avenue of the Americas, New York, NY 10019.

# 45 CRYPTIC CROSSWORD 1

## ACROSS

- 1 Strafe (faster)
- 4 Straddle (tr + saddle)
- 10 Olfactory (ol' + factory)
- 11 Pilot (to + lip)
- 12 Nasal (NASA + l)
- 13 Operation (ratio + open)
- 14 Rain forest (info + rarest)
- 17 Undo (roUND Object)
- 20 Left (two meanings)
- 21 Impairment (imp + airmen + T)
- 23 Sandiness (dines + sans)
- 25 Chili (chilly)
- 27 Elite (Eli + E.T.)
- 28 Hankering (nag her kin)
- 29 Overturn (overt + urn)
- 30 Anchor (rancho)

## DOWN

- 1 Scoundrel (curls done)
- 2 Rifts (first)
- 3 Facelift (file + fact)
- 5 Thyme (time)
- 6 Appear (a peer)
- 7 Dalliance (D. + alliance)
- 8 Eaten (firE AT ENd)
- 9 Hologram (ho + log + ram)
- 15 Infantile (in + fan + tile)
- 16 Swan song ("Swanson, G.")
- 18 Outrigger (you - y + Trigger)
- 19 Dry-clean (rend lacy)
- 22 Divert (diver + t)
- 23 Steno (notes)
- 24 Ether (either - l)
- 26 Irish (iris + h)

# 45 CRYPTIC CROSSWORD 2

## ACROSS

- 1 Snatch (s + natch)
- 4 Apoplexy (Expo play)
- 9 Ashore (a horse)
- 10 Brandish (bran + dish)
- 11 Toscanini (inaction's)
- 13 Alone (Al + one)
- 14 Never-ending (even + rending)
- 18 Advancement (ad + van + cement)
- 21 Rainy (yarn l)
- 22 Teddy bear (Derby date)
- 24 Buckaroo (buck + a + root - t)
- 25 Shelve (impiSH ELVEs)
- 26 Disperse (e + spiders)
- 27 Golden (G + olden)

## DOWN

- 1 Spartans (sans + part)
- 2 Adhesive (he's + a dive)
- 3 Circa (CI + RCA)
- 5 Partitioned (trepidation)
- 6 Pentangle (pen + tangle)
- 7 Editor (rioted)
- 8 Yahweh (hew hay)
- 12 Innovations (inn + ovations)
- 15 Ready-made (daydream + e)
- 16 Rebelled (belle + red)
- 17 Sturgeon (runt goes)
- 19 Probed (pro + bed)
- 20 Discuss (discuss - s)
- 23 Yahoo (most!Y A HOOLigan)

# 56 EYEBALL BENDERS

1. Bicycle
2. Measuring cup
3. Gumball machine
4. Tennis racket
5. Suitcase
6. Saucepan
7. Umbrella
8. Automobile
9. Ax

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Your neighbor tells you he has it on good authority that Genetic Evolution Incorporated, a company in which you're heavily invested, is about to be wracked by scandal. Get out in a hurry, he warns.

Both pieces of advice are intriguing, but can you trust the information? What if it's accurate, but then circumstances change? What about the ethical considerations? Are you risking trouble with the SEC?

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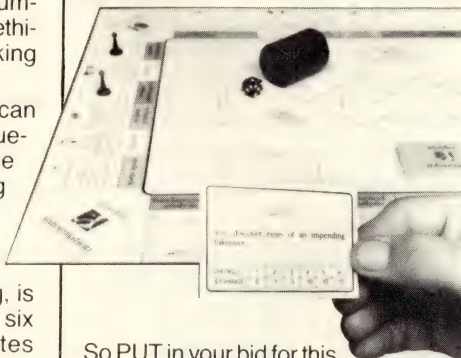
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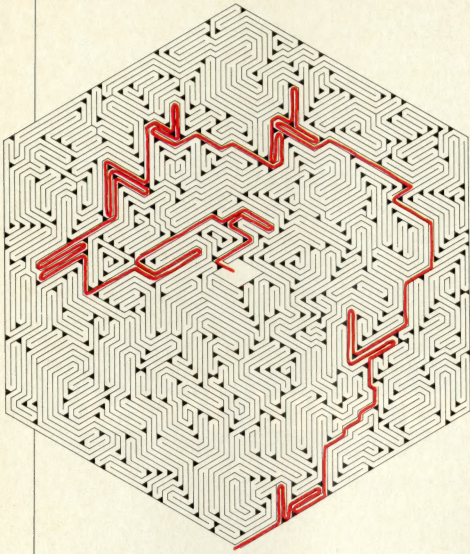
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## 44 OUTSIDE IN



## 23 ALTERED STATES

1. Nebraska
2. Oregon
3. Nevada
4. Virginia
5. Kansas
6. Alabama
7. Illinois
8. Arkansas
9. North Carolina
10. Tennessee
11. Massachusetts
12. Mississippi

## 23 JEWEL OF DENIAL

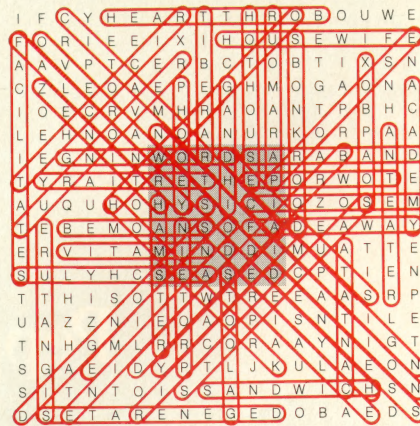
G	R	O	O	M	B	O	M	B	P	H	D	S
R	U	B	L	E	I	D	I	E	S	U	I	T
I	D	I	D	N	T	R	E	A	L	L	Y	S
D	E	E	M	O	D	S	C	O	C	K	L	E
	A	O	N	E		S	H	A	H			
Y	O	G	I	B	E	R	R	A	D	O	W	R
A	C	A	D	I	A	O	F	F	S	H	O	E
W	E	B	T	R	O	W	E	L	S	I	N	A
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P	I	L	L	C	O	R	E	D	I	R	G	E
E	D	D	Y	H	E	E	D	A	S	P	E	N

## 43 PLAIN AS BLACK AND WHITE

B	L	E	S	T	C	A	P	L	I	E	H	O	L	E
O	U	T	E	R	S	L	U	R	L	A	R	A	L	I
B	R	A	V	A	H	O	N	E	I	D	O	S	E	N
E	L	E	P	H	A	N	T	S	G	E	N	E	R	A
	P	A	R	E	S	C	H	S	L	I	T			
B	E	R	S	E	R	K	A	R	T	S	S	C	H	I
O	L	E	A	R	Y	R	E	G	I	N	A	L		
A	B	U	T	S	K	A	N	E	I	V	E	S	R	I
R	O	S	I	S	I	R	E	N	O	D	A	L	S	T
S	W	E	E	T	H	E	A	R	T	G	R	A	M	O
	W	A	S					S	A	L				
L	O	N	D	O	N	T	O	W	N	T	H	E	O	R
A	L	I	E	T	E	L	O		R	A	I	N	S	O
M	E	N	U	S	R	E	I	N		E	R	N	S	A
P	I	T	C	H		O	R	R	I	S	E	S		S
C	H	E	R	R	Y	D	E	E	P	S		C	H	I
	I	A	G	O		A	S	A		R	O	T		
S	P	L	I	N	T	E	R	E	D		S	W	E	E
O	R	A	T	E		R	I	D	E		S	O	Y	A
L	I	V	E	R		N	E	A	R		E	L	E	M
E	X	A	M	S		E	L	M	S		R	F	D	S
														E

## 20 BLANKETY-BLANK

Quote: "Words are the physicians of a mind diseased."



## 19 GOING PLACES

A	U	T	O	M	O	B	I	L	E		T	R	A	I	N
I							I				C	A	R		
R		R	A	C	E	C	A	R			U	U	H		
P			A	Y							C	A	N	O	E
L		T	R	I	C	Y	C	L	E	K	I	L			
A			R	L							C	I			
N			I	E				S	U	B	W	A			
E		W	A		L	L		H	C	O					
		H	A	N	G	G	L	I	D	E	R	E	L	P	
		G	E		N	D		E	E	T					
S	O			E		C	L			E					
T	A	N	K		C	A	R	A	V	A	N			R	
E								R	A		C				
A		B			S	C	O	O	T	E	R		O		
M		O			A					K	A	Y	A	K	
E		A			A	U	T	O	B	U	S		C		
R	A	F	T							S	L	E	I	G	H

## 47 SMALL CHANGE

1. Bustard, custard, mustard
2. Scuffle, shuffle, soufflé
3. Mobster, moister, monster
4. Planter, plaster, platter
5. Charger, charmer, charter
6. Conceit, concept, concert
7. Whisked, whisker, whiskey

## 21 POLITICAL ZOO

A	V	O	N		V	O	T	E		S	I	S	S	Y
R	A	C	E		E	L	A	L		E	M	O	T	E
A	L	A	I		R	I	N	D		S	P	R	A	T
B	U	L	L		M	O	O	S	E	P	A	R	T	Y
S	E	A	S	O	N		R	O	M	E				
					P	A	T	A		S	E	C	R	E
C	H	I	D	E		A	N	T	S		I	A	G	O
L	A	M	E	D		U	C	K	S	E	S	S	I	O
A	L	P	S		L	O	L	A		T	E	N	S	E
D	E	S	I	S	T		E	R	N	E				
					G	I	R	D		I	N	C	I	S
					K	A	N	G	A	R	O	O	C	O
M	I	L	A	N		I	D	L	E		B	A	A	S
E	L	I	T	E		F	O	E	S		E	T	R	E
T	O	T	E	D		T	R	O	T		S	E	E	N

## 8 GAMEBITS

## Pet Peeve

The fake stupid pet tricks are numbers 1 and 3.

## EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

★ **The Nasty Nines** (September, page 12). This Pic-Tac-Toe puzzle asked readers to find the common theme in each line of pictures in the grid. Our answer for the diagonal 3-5-7 was "walls": a clock on a wall; a cardboard nine tacked to a wall; and Fred Astaire dancing on a wall. Lynn Radtke, of Plymouth, MI, found the clever theme "tic-tac-toe": the clock's "tick"; the "tack" holding up the nine; and Mr. Astaire on his toes.

★ **Rank and File** (September, page 28). How many moves does it take to get the sergeant to the front of the crowded trench, shifting one man at a time? Our answer to this puzzle from Poland was 29 moves, but Monica Prasad, of Kenner, LA, was the first of many readers to do it in 28. Our moves 15 through 18 were: A to 7; E to 12; A to 11; D to 7. One step can be saved by replacing these moves with: E to 7; A to 11; D to 12. The rest of our solution remains the same.

★ **Wacky Wordies** (September, page 41). If Georgia made of chocolate is SWEET GEORGIA BROWN, what is Alaska made of—apple pie? This twist on Wacky Wordies used the shapes of states and countries as clues to phrases and titles. Our answer to the above was BAKED ALASKA; Joseph Church, of Brooklyn, NY, suggested ESKIMO PIE. A yardstick within an outline of Scotland was SCOTLAND YARD; Joan Canner, of Miami, FL, used a bit of geographical license and offered RULE, BRITANNIA.

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